A NEWSFIELD PUBLICATION
No. 42 OCTOBER 1988

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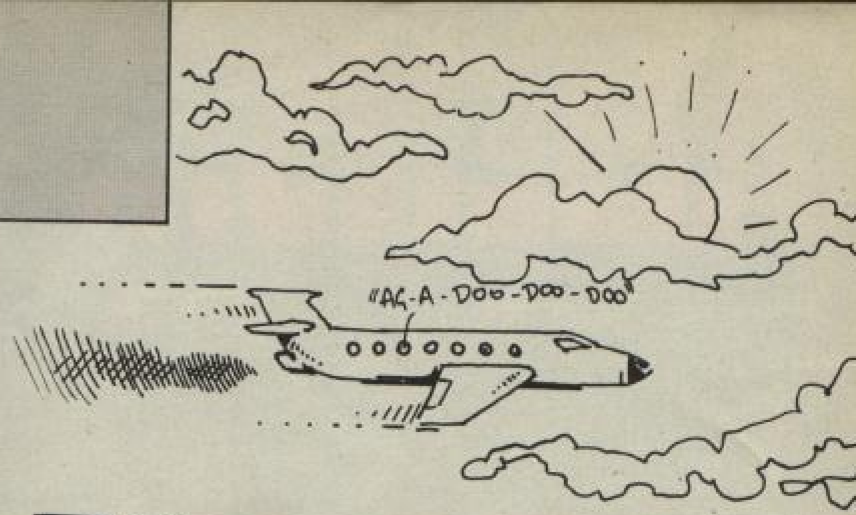


THE USUAL PLEASE, JACK



THIS MONTH'S GOOD SUPS



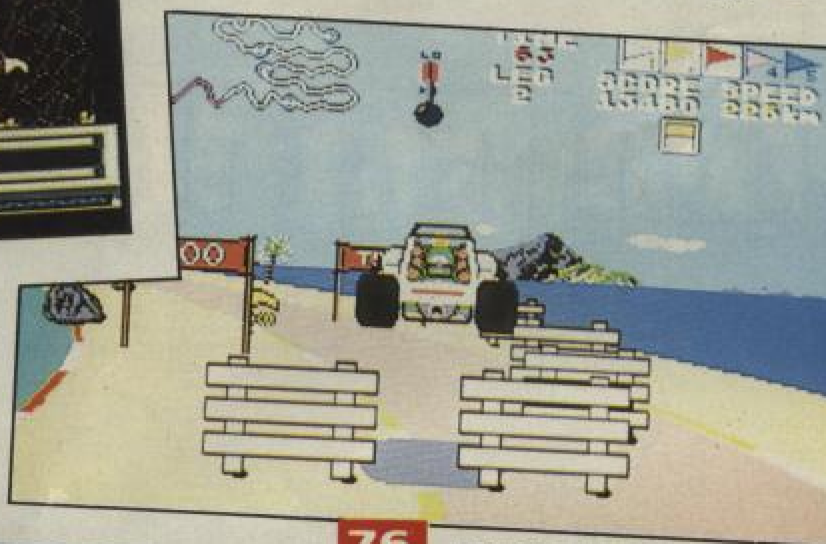


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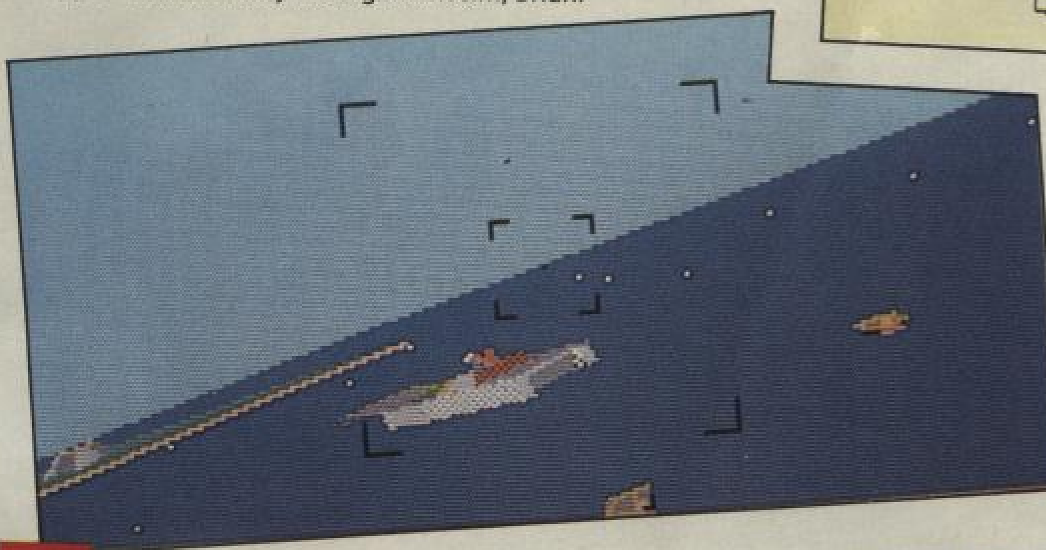
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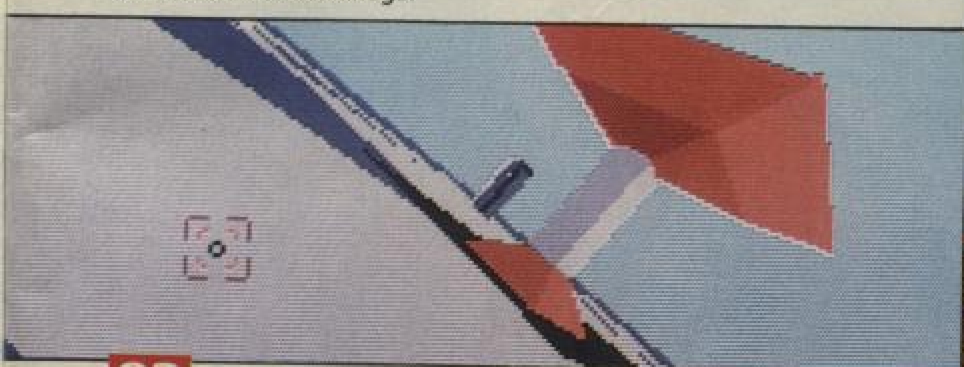


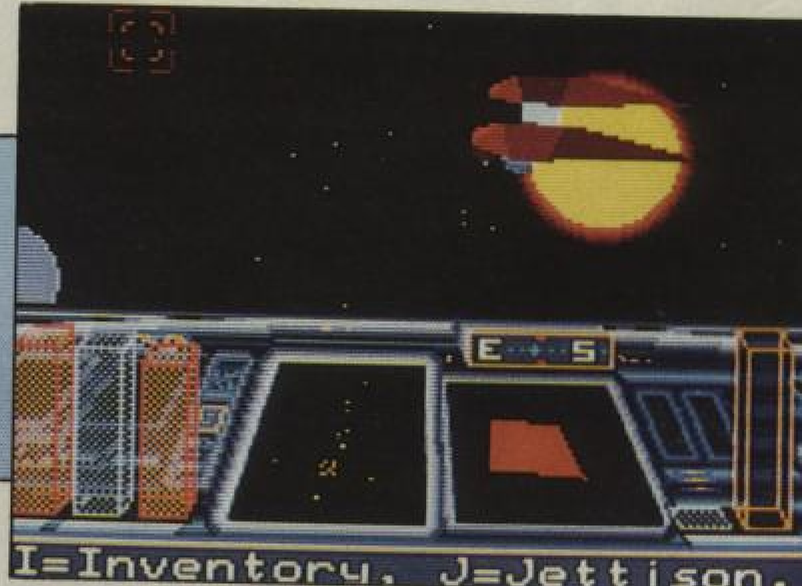


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Argonaut Software's sequel to their Amiga classic contends for the title of best game of all time.

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Gordon Houghton **Staff Writers:** Paul Glancey, Lloyd Mangram, Matthew Evans **Editorial Assistant:** Glenys Powell **Contributing Writers:** Mel Croucher, Jason Gold, Philippa Irving, Warren Lapworth, Nik Wild **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Design/Layout:** Melvyn Fisher, Yvonne Priest **Reprographics/Film Planning:** Matthew Uffindell, Ian Chubb, Robert Millichamp **Publisher:** Geoff Grimes **Production Manager:** Jonathan Rignall **Editorial Director:** Roger Kean **Advertisement Director:** Roger Bennett **Advertisement Assistants:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Glenys Powell a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

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COVER DESIGN & ILLUSTRATION BY OLIVER FREY

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SALAMANDER
ALIEN FORCES WREAK HAVOC ON OUR PLANET. THE EARTH TORN AND BLASTED IN WHAT SEEMED THE FINAL WAR. BUT ENOUGH SURVIVED TO UPHOLD THE LAWS OF JUSTICE AND REVENGE. NOW ONE MAN MUST FACE THE FINAL ENEMY. HE IS THE VINDICATOR. ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE ENEMY STRONGHOLD, DOWN INTO MAZE LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUM OF THE DARK OVERLORD TO STRIKE THE FINAL BLOW OF RETRIBUTION. BECOME THE VINDICATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS TAKE YOU ON THE ADVENTURE OF A LIFETIME. STRIKE BACK, BEFORE IT'S TOO LATE!
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ZZAP! ED

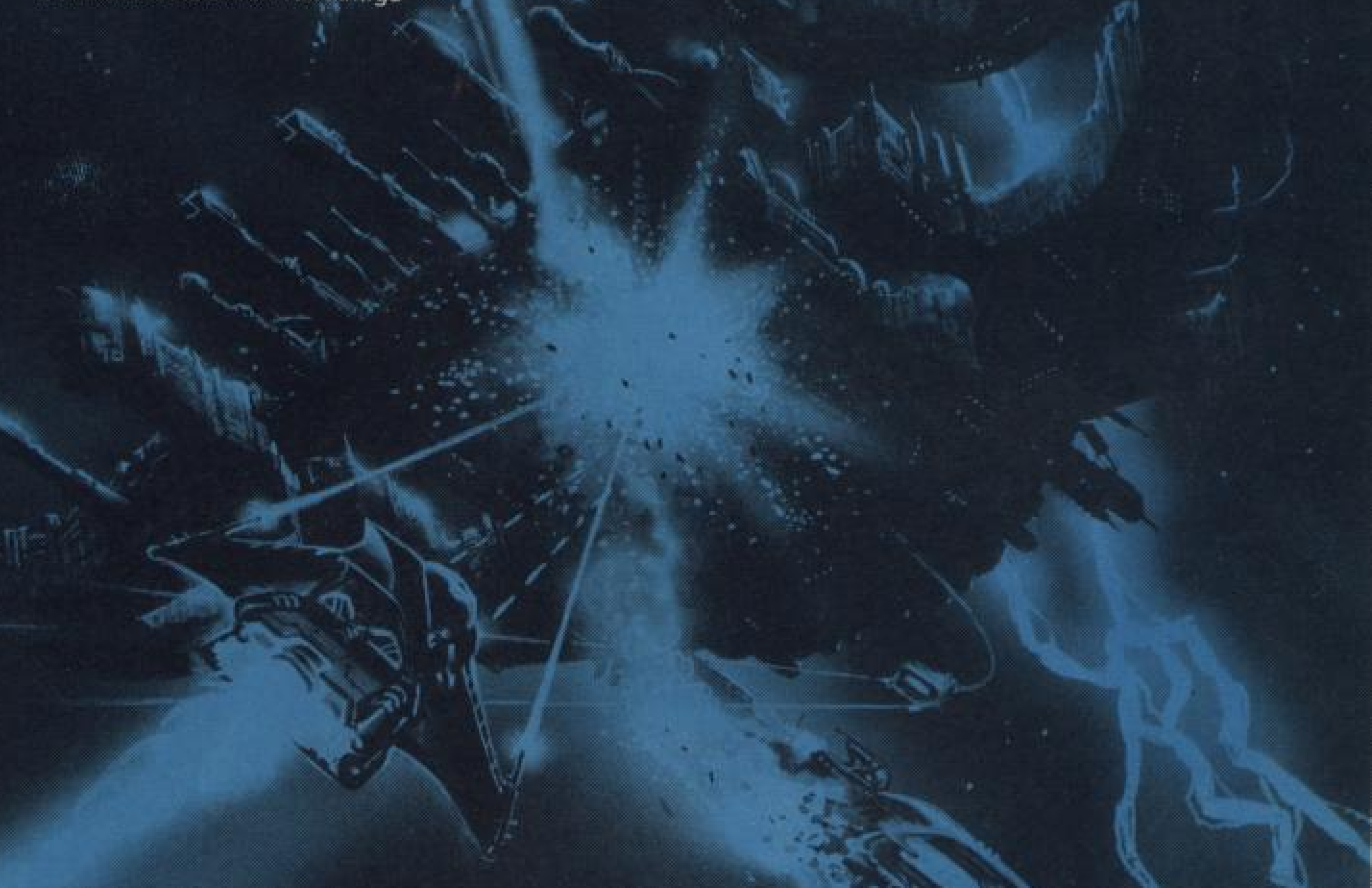
WHICH CAME FIRST – THE CHICKEN OR THE AMIGA?

Well, they both came at the same time, really. I caught chicken pox in the first week of this month's schedule – A bit of a pointless disease – it just sits there for about two weeks, makes you itch like a pair of horse-hair underpants and then gets lost. Now all I've got to look forward to is shingles – great. Not that anyone has been at all sympathetic (boo hoo) – tell someone you've got the pox and they either run like hell or make a big thing of covering your reviewer's head in the magazine with spots.

Gripping stuff so far, eh? Not quite as gripping as an army of crabs at a naturist convention (by the way, did you know that crabs can jump up to six feet? No. All right, they can't). Nor indeed as gripping as this month's cover-mounted cassette – a playable level of the Sizzler-rated game from GO!/Rainbow Arts, *Katakis*. Next month should be even better (is this possible?), with an action-packed level of one of the most polished shoot 'em ups you'll ever see, and a level of the Gold Medal rated *Hawkeye* thrown in.

The cost of all this? Just 25p extra per month to you, John. We're hoping it'll become a regular occurrence – it's meant to tie in with the current or recent Issues, and should include something of the game of the month, with some extras thrown in. Even if you don't like the game, you'll get a free cassette each month, to play with as your fancy takes you (well, within legal limits). By the way, if the cassette doesn't work, fiddle about with your cassette heads; if it still doesn't work, return it to our mail order department at the Gravel Hill address, marked 'ZZAP SAMPLER RETURNS' and they'll send you another one (if you include your name and address – they're not psychic, you know).

The other thing you've probably noticed about this Issue is the introduction of full Amiga



reviews in ZZAP! We thought long and hard about this, but the overwhelming tide of letters in the Rrap finally convinced us. In any case, we're the last Commodore-only magazine to include Amiga reviews, so we're hardly doing something controversial.

Rest assured that there's going to be no less space devoted to 64 stuff; and as you'll no doubt have noticed, with the free PC Supplement this month, it's another 156-page issue, packed with 37 game reviews. A couple of new things: the Rrap is back to its old self, and there's a new 'Rerelease round-up' in the Budget pages (see page 112 for further details) . . .

So it's welcome to the Amiga – and it's definitely been worth the wait. Playing *Starglider 2* and *Carrier Command* actually forced me to go out and buy one! At last we're getting games which really utilise the machine's full potential . . . In fact, I think I'll get on with constructing that neutron bomb in *Starglider 2*. See you at the PC Show, if I haven't blown up a planet before then . . .

Gordon Houghton

Gordon Houghton

GAMES REVIEWED

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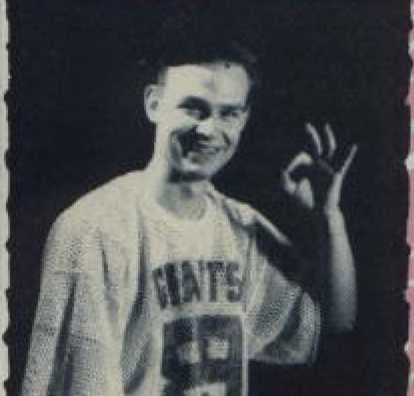
The WORD

TERRORPODS HITS 64

After enjoying reasonable success in its 16-bit formats, Psygnosis' *Terrorpods* is going the way of its stablemate *Barbarian*, and is being converted for the 8-bits, with you driving a form of tank over a moon, defending your fuel ore mining operation from marauding aliens. Hopefully the original's fairly weak gameplay will be improved upon in the conversion, but it seems unlikely that the programmers will be able to include the excellent blasting sound effects which made the 16-bit versions a bit more fun to play. *Terrorpods* will cost £9.99 and should be on the shelves as you read this, and a ZZAP! review should appear next issue.



IS THIS A REVIEWER I SEE BEFORE ME?



Just to prove to you that he isn't a figment of our imagination, here's the picture which you should have seen last month of the man for whom posing is never too much trouble – Matthew 'Maff' Evans! Rah, rah, Maff.

YOU CAN'T ESCAPE FREESCAPE!

Incentive, masters of the 3D arcade adventure, are sticking with Major Developments' Freescape system and are to launch the third game in the series, going under the title *Total Eclipse*. With it, Incentive have moved away from the science fiction themes of the first two games, this time preferring the sands of Egypt. Explore ancient pyramids, decipher hieroglyphics and brave the curses of the Pharaohs. It sounds perfect material for the atmospheric Freescape technique, and anyone attending the PC Show at Earls Court should be able to find out more about the game.

Also in the offing from Incentive is an Amiga version of the original Freescaper, *Driller*. As you can see in the screenshot, the programmers have taken advantage of the more advanced graphics capabilities of the machine, but how much faster will the scenery move? Watch these pages – the ZZAP! review is imminent.



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AMIGA SEUCKED

Sensible Software's *Shoot 'Em Up Construction Kit*, the 64 version of which was given the State of the Art Award in the 1987 ZZAP! Readers' Awards, has undergone a conversion to 16-bit machines and is soon to appear on the Amiga under the Outlaw Productions label. As its title suggests, *SEUCK* allows even coding klutzes to put together a pretty smart scrolling game of blasting, using its menu-driven facilities for creating sprites, sound effects, screen layouts and enemy attack patterns. Price was uncertain at time of writing, but interested parties could do worse than call Outlaw on 01-278 0751.

SECRET SOFTWARE SOCIETIES

The 16-bit market looks like it's about to be set alight by an association of three top software houses under the name *Triad*. The affiliation between Mirrorsoft, Telecomsoft and Psygnosis won't mean a merger, but rather a pooling of resources from time to time, to try to push forward the standard of Amiga and ST software as only the producers of *Carrier Command*, *Dungeon Master* and *Barbarian* could. The conglomerate's current projects are a closely-guarded secret but we have high hopes for some pretty hot stuff in the coming months.

SILVERBIRD HOOKED ON CLASSICS

Telecomsoft's budget branch, Silverbird, have announced that they will be relaunching some of the older titles from Mirrorsoft, Palace and Digital Integration at their standard £1.99 price tag between now and the beginning of 1989. Among the line-up are Palace's spooky shoot 'em ups *Cauldron* and *Cauldron II* and their SF arcade adventure *The Sacred Armour of Antiriad*, Mirrorsoft's two *Dynamite Dan* platform games and DI's classic flight sim *Fighter Pilot*. Silverbird will also be releasing some of Firebird's old titles, the range sporting such bargains as a budget-priced *Flying Shark* and even the Gold Medal winning conversion of *Bubble Bobble*!





You've read the rave review, now sample the game for yourself! The first in ZZAP!'s series of Megatapes allows you to play the second of *Katakis*' 12 action-packed levels and just to make sure you see the whole level, GO! have even given you infinite spacecraft to play with.

ZZAP! MEGATAPE
KATAKIS BY GO!

ZZAP! MEGATAPE
KATAKIS BY GO!



Loading and playing *Katakis*
Place the rewound tape in your cassette deck. Press SHIFT and RUN/STOP on the keyboard and unless you've had a power cut or someone's taken an axe to your cassette lead, the tape should start moving. The appearance of a title screen is a good sign and when you've taken in it's aesthetic qualities, press SPACE and the rest of the game should load.

From the opening screen you have three options:
f1: Play one player
f3: Play two players alternating
f5: Play two players in team mode

Katakis is an out and out blast, in which you make dog k.oble from anything that moves. Ground forces and airborne hostiles are all after your blood and your nose-mounted laser cannon is all you have to stop them – at least until you pick up a few extra weapons. Yep, *Katakis* has those too, and in two different forms yet!

As well as being full of nasty alien types, space is also occupied by grey globes which are dangerous until shot, whereupon they transform into remote weapons pods. These emulate your firing pattern and can be attached to the front or back of your spacecraft or even launched forward by pressing the SPACE BAR, (in team mode, the second player controls the remote's flight path). Once you have a remote, collecting further pods increases its armament in the following ways:

Green pod – Scatter bombs
Red pod – Forward-firing lasers
Brown pod – Increases ship speed
Blue pod – Angled bouncing lasers

Blasting the aliens can also leave behind coloured bubbles which can be picked up to add the following capabilities to the ship.

Red bubble – Increase shot speed
Green bubble – Homing missiles
Blue bubble – Limited shield
Yellow bubble – Smart bomb
Grey bubble – Mystery

The power of your ship's laser can be dramatically increased by holding down the fire button until the red bar at the foot of the screen builds up. Release the button for a single devastating shot.

MICROCOSMIC ERRORS



ERK! A disturbance in The Force in the vicinity of Ludlow last month manifested itself in the form of a bug-ridden *President is Missing* competition. Firstly, there were one or two odd discrepancies in the first coded message (concerned entrants, don't fret, we are taking this into account in the judging) and secondly (and rather more seriously) we have had representatives of Cosmi complaining that *they* sponsored the competition and not Microprose as we implied. Everso sorry Cosmi, but the comp was all about letter rearrangement and . . . erm, all the letters in Cosmi are in the word Microprose . . . Is that any consolation? Oh, well . . .

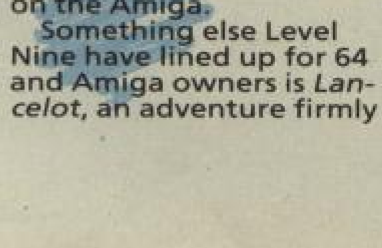
THAT'S NOT CRUISIN'!

Coming soon from Elite, and (you may have heard) the subject of the odd US Gold lawsuit, is *Overlander*, a game not dissimilar from the Atari coin-op *Road Blasters*. As yet we've seen nothing of the game except this 'exclusive' map of one of the levels and some similarly 'exclusive' tips. The disappointed *Road Blasters* fans in the ZZAP! office await with bated breath.



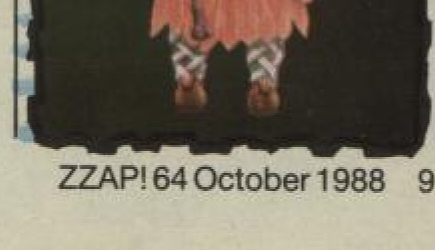
LEVEL GNINE'S GNOMECOMING

The witty adventure craftspersons at Level 9 are hoping to build on the success of their 1987 release, *Gnome Ranger* with the release of a sequel, *Gnome II: Ingrid's Back*. The plot has Ingrid returning to her unloving family at Little Moaning only to find that dastardly Lord Jasper Quickbuck has plans to flatten the old family residence to build a Yuppie development. Of course it's up to Ingrid to help out, which she does over the duration of three separately loaded



games. The game will be widely available from mid-October costing £14.95 for the 64 version and £19.95 on the Amiga.

Something else Level Nine have lined up for 64 and Amiga owners is *Lancelot*, an adventure firmly based on the legendary white knight's adventures with King Arthur as told in Sir Thomas Malory's epic poem *Morte D'Arthur*. The game is to have all the benefits of Level 9's advanced parser system and multi-character facilities, and disc versions come with hand-drawn high resolution pictures. Again, prices are set at £14.95 for the 64 version and £19.95 for the Amiga, and *Lancelot* will be made available from the first week in September.



FIVE FIST FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

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AMSTRAD £9.99 cassette £14.99 disk
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The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

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AMIGA £19.99 disk



Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.

ZZAP! TEST

SIZZLER

KATAKIS

GO!/Rainbow Arts, £8.99 cassette, £12.95 disk

●**Addictive, noisy and colourful** R-Type **variant**

Well, you've done it again, haven't you? You must be a sucker for punishment. I mean, how many space battles do you want to take part in? For any normal person, one would be enough to make it brown trousers time, but this must be your umpty millionth war. You must be ravin' mad, pal! Well, if you're determined to go through with it, I suppose I'd better give you a bit of information to help you on your way.

You'll need a good ship, so you can take a *Katakis* class fighter . . . now, which would you like? Red or blue? What do you mean both? You realise how much these are? OK, OK, I tell you what, I'll give you the 'nose laser only' version. That'll knock the price down. Don't worry though, there are plenty of canisters floating around out there that you can get weapons from, and there are plenty of extra bits of our ships floating around from previous casualties. No, it's all right, I'm only joking! Haha! (Oops, nearly let slip there!).

This sounds like the sales pitch of a large number of spaceship salesmen all over the galaxy, judging by the amount of shoot 'em ups that simulate the use of them. In GO!'s latest, you play the part of the customer being badgered by the salesman quoted above, taking life and joystick in hand to defeat an invading enemy fleet. As the salesman said, you can find extra weapons floating around which can be bolted onto the front of your fighter, to be automatically controlled or flown by a friend. What he didn't mention was the super beam weapon which can wipe out whole formations with one blast. Fearsome, eh?

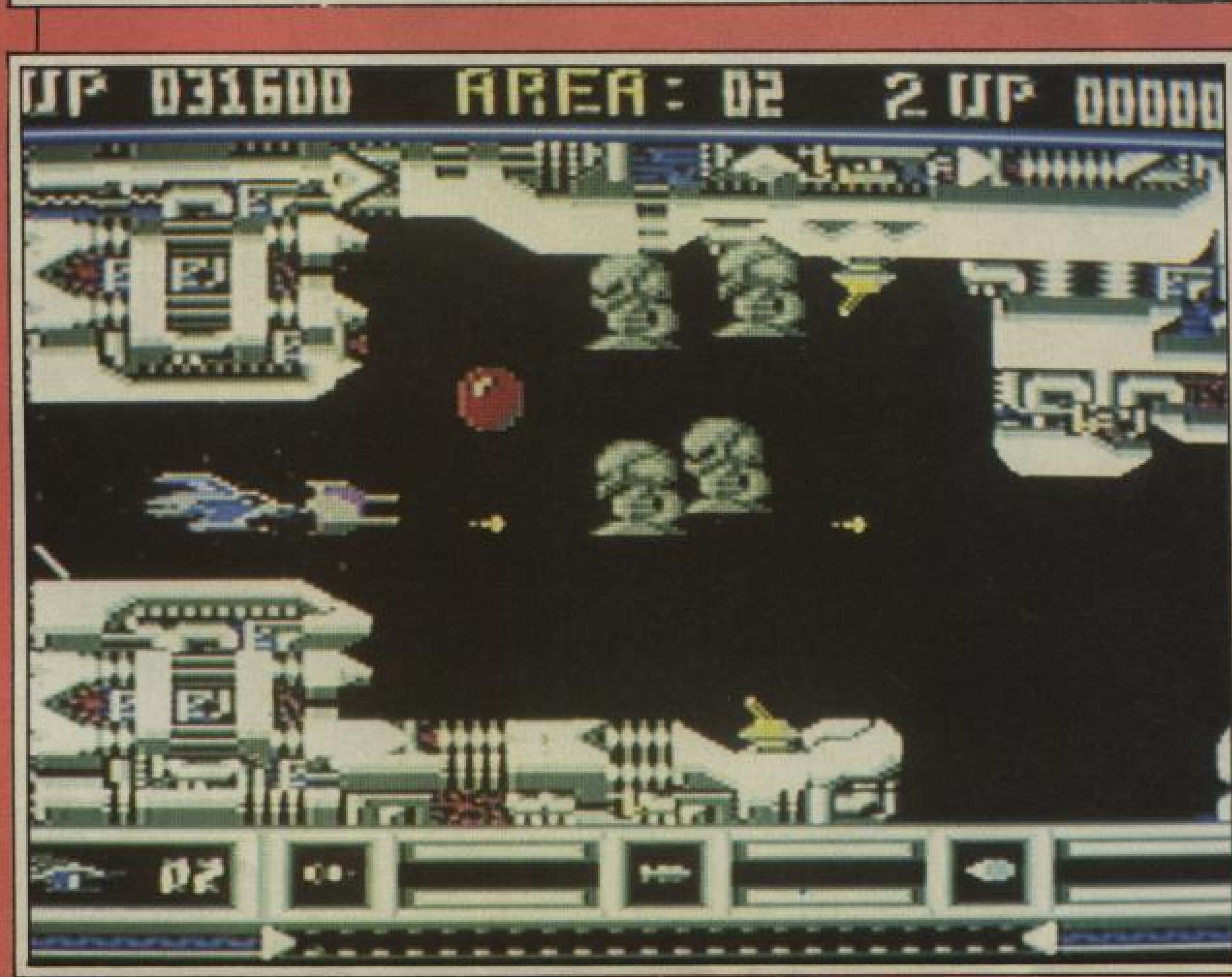
Well, I'm not going to tell you any







There's no getting away from the fact that R-Type **was a highly influential arcade game. It spawned a whole new graphic style and a few games started to include two-legged walker-type droids. Now we have a 64 game which is quite obviously very heavily influenced by the aforementioned coin-op. Yes, it even contains the ubiquitous walking robots. The aliens are varied and well drawn, containing lots of colour: the end-of-level guardians are particularly impressive – and damn difficult to destroy! The sound is abundant to say the least and the tunes are generally of a high standard (I'm sure I even heard a Christians riff in there somewhere). Perhaps I'm just being picky, but I can't help wishing that the main ship was a bit smaller, as it sometimes gets a little hard to steer round the obstacles, which are similar to** R-Type **in their deviousness. Not surprisingly then,** Katakis **comes highly recommended to everyone who can't wait for the official** R-Type **conversion.**





What with the brilliant conversion of Salamander last month and Armalyte (nicknamed Delta II) from Thalamus next month and Katakis right now, horizontal shoot 'em ups on the 64 have entered a new phase of amazing quality. The effort put into designing and programming Katakis is clear right from the very first game. Your ship's sprite is one of the best designed spaceships ever to grace the Commodore, though it has to be said the weapon which bolts onto the front gets gradually more cumbersome-looking as it gets more powerful. A huge variety of enemy ships and monsters are spread throughout the superbly detailed backdrops of the 12 levels (witness level two on the demo cassette). An awesome ship makes an appearance on one of the levels – first its metallic nose scrolls on to the scene and the rest just keeps on coming! A whole screen full of beautifully-coloured detail – it's amazing! But let's not forget playability – Rainbow Arts certainly haven't! Katakis is easily on a par with any shoot 'em up you could mention, and is the closest you can get to R-Type on a humble 8-bit. Need I say more?

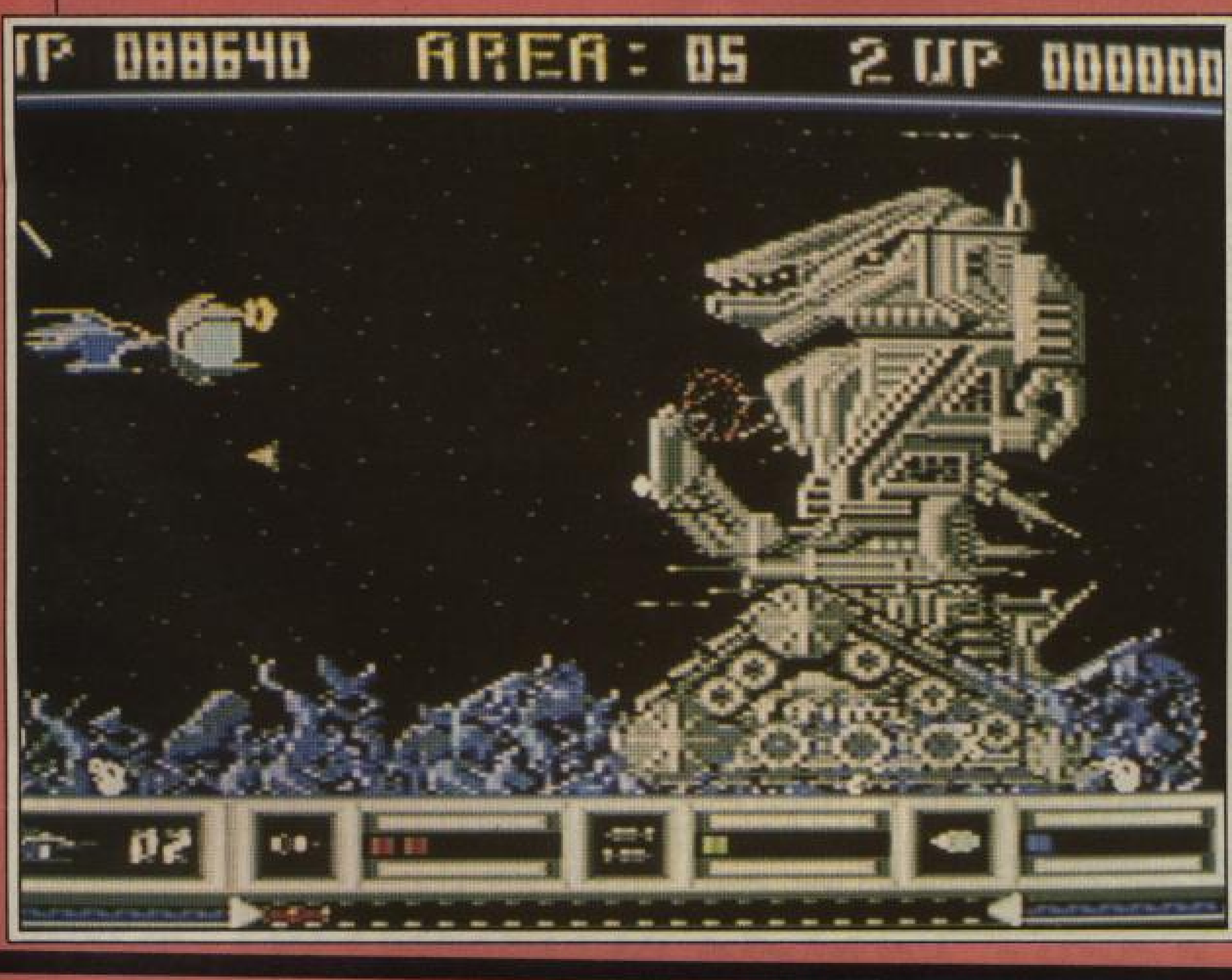


Every now and then, a game comes along without any hype or fuss and turns out to be something really impressive. Katakis (surprise, surprise) is one of those. It's not exactly original but what it lacks in imagination, it makes up for in technical polish. The graphics are large and colourful with plenty of alien sprites to inflict damage on you. The backgrounds are extremely impressive as well: every level looks completely different from the previous one. The 12 stages also have their own individual soundtracks which gives each of them a distinctive atmosphere. So now I've gone into the presentation, what about the game? Well, it's very good indeed! I soon got used to the craft's initially awkward control method and was quickly ripping the enemy to bits with a devious smile on my face (phwoar – violent, eh?). If you enjoyed playing R-Type in the arcades then play Katakis. It's grrreat, man!

more than that, so if you want to find out more, turn to The Word where there are full instructions to go with the demo thingy. I'm told this is on a lump of black plastic stuck to the front of the mag, but these technological things confuse me *mutter, mutter.*

(Maff walks off to play with his advanced spheroid dexterity simulator (cup and ball to you!).





PRESENTATION 83%
One or two player option, but the multiload may mildly annoy cassette users.

GRAPHICS 94%
Varied aliens and backgrounds with particularly impressive guardians.

SOUND 90%
Plenty of blast and crash noises and a different tune for each stage.

HOOKABILITY 92%
Should lure as strongly as similar arcade games but some blasters may find the going tough.

LASTABILITY 96%
12 diverse levels to keep you glued to your joystick.

OVERALL 93%
At present, the best *R-Type* variant on the 64.

THE VINDICATOR

Imagine, £8.95 cassette, £12.95 disk

Earth's heroic defender, featured in so many games, has obviously made a pig's-ear of it, for an alien invasion fleet has reached our world and reduced it to a wasteland (have you looked out of the window recently?).

Humanity barely survived, with only a lucky few now living underground, including one very special man. He's mean. He's tough. He's angry. He's got a nice pair of dark glasses. And he can open a packet of dry-roasted peanuts without using his teeth. He is . . . *The Vindicator* (impressed?). His only purpose in life is to strike back at the aliens.

First, he must fight through a confusing maze of corridors in an alien outpost in order to break into its computer. The maze that makes up level one is shown as a number of isometric flick screens, with a number of displays surrounding this action area. Compass and location coordinates help you find your way around.

Oxygen level is vital as the air in the complex is poisoned and can only be survived by regularly picking up supplies of oxy-gum which lie in alien-infested supply rooms. The aliens fire guns and spit venom (that's when they like you!). When killed, they surrender lift passes (for access to the other three floors) and bomb components to destroy the base. Computer cards are also found in this way but a word puzzle must be solved on usage.

Next you take to your fighter plane, using your machine guns and an allocation of bombs to destroy the enemy vehicles and buildings. Extra fuel can be picked up on the way.

Switching to your jeep, enemy scenes are fought through again with machine gun fire and a limited number of grenades. A gigantic lobster is battled against, then you are back on foot to explore the catacombs. You face robot tanks and helicopters before confronting the ultimate challenge of the Mutoid Guardian.



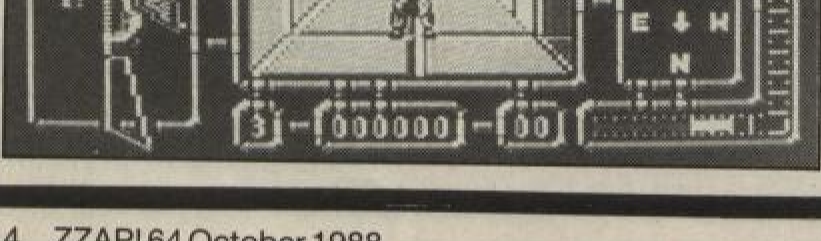
When games are a combination of strategy and shoot 'em up action, you usually find that there is a blasting stage followed by a puzzle. The Vindicator, **on the other hand, has the situation reversed. To get to the shoot 'em up stage you have to negotiate an unbelievably tedious maze and puzzle section. The puzzles themselves aren't that difficult – it's just getting the computer to let you play them that's hard: walking round a seemingly endless maze is not my idea of fun. The look and sound of the game are very good indeed with a tough-looking main character running through steel-plated corridors, but the best graphics in the world wouldn't stop me from giving up playing this. It's just too frustrating and, maybe more importantly, boring to maintain interest.**



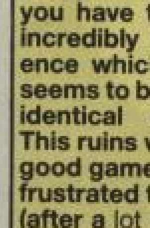
The Vindicator **was an originally conceived game which Imagine daubed with the subtitle** Green Beret II. **This multi-stage game and the Konami coin-op conversion are both highly difficult but in this case the trickyness is due to the utter confusion of the maze section rather than fierce opponents. The drab grey corridor walls offer no landmarks and you constantly have to reassess your position, the compass being of slight help. The Vindicator sprite himself is very pleasing to the eye (though he does mince a bit as he exits screen left/right!), and the aliens he faces are equally well-coloured and defined. The music has a depressing quality which suits the oppressive nature of a world destroyed by an alien invasion but is perhaps not uptempo enough to spur a player on. Stage one of** The Vindicator **is just too tedious for me to find the shoot 'em up stages which follow it worth the effort.**



▲ Searching for the four bomb components in *Vindicator*



▼ The alien complex



The advertising campaign for Vindicator **gives the impression that you play the part of a really hard soldier battling against the enemy. This is true, but only in the later sections of the game. To get to this part, you have to plod through an incredibly boring maze sequence which consists of what seems to be miles and miles of identical corridor sections. This ruins what is a potentially good game, since I just got so frustrated that I gave up trying (after a lot of attempts) to find the way out. The scrolling battle scenes could be arcade quality and the game would still be struggling to climb out of the 'average' bracket, just because the dull first level will put people off continuing, myself included.**

PRESENTATION 72%
Selectable soundtrack but otherwise standard.

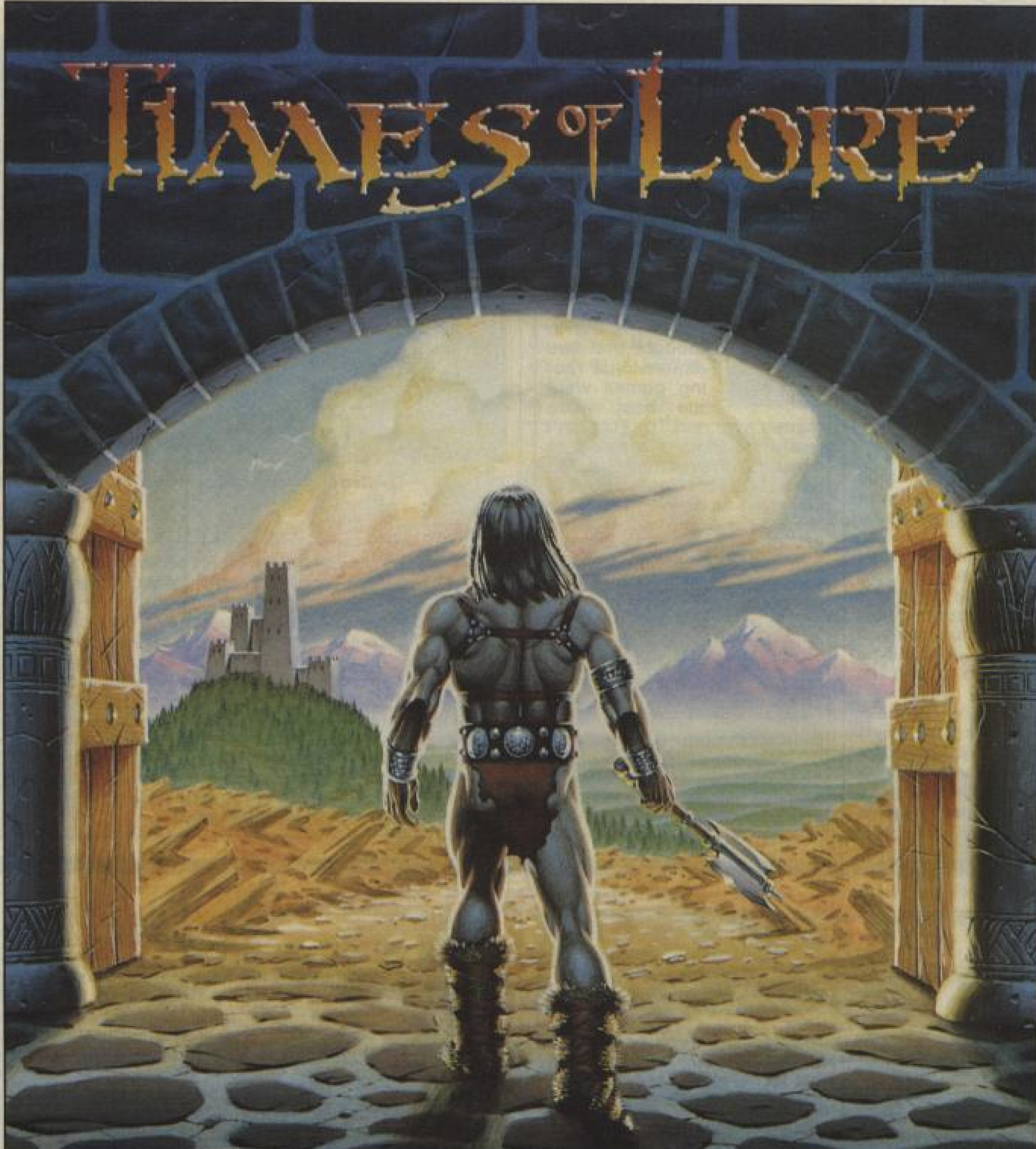
GRAPHICS 87%
Detailed and well-coloured sprites matched with effective backgrounds.

SOUND 85%
Suitably harsh SF music, but it can become annoying.

HOOKABILITY 62%
The maze section is *very* confusing and makes first plays frustrating.

LASTABILITY 57%
Having to battle through the tedious first level severely dampens enthusiasm for further stages.

OVERALL 64%
An ambitious sequel to *Green Beret* which lacks playability.



Long ago, High King Valwyn drove back the barbarian hordes invading Albareth, ending a tragic war. Drained of spirit, the High King departed to the homelands of the Elden folk to renew his strength. Legends promised his return after twenty years.

But twenty years have come and gone, and Valwyn has not returned.

Now the mystic powers of old are fading and chaos rules the land. Desperate brigands roam the once-peaceful roads, while the fearful citizens of Albareth live in a world without law. Dauntless adventurers are being recruited to carry out unlikely missions in strange, distant places.

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THE FURY

Martech, £9.99 cassette, £14.99 disk

Rim Racing is a major sport in the 21st Century, attracting fans and television coverage from all over the solar-system. Held on a banked circular track 20 kilometres in diameter with a circumference of more than 60 kilometres, this futuristic motorsport is big, big business.

Your attempts to compete in a Rim race are observed from a television spectator's point of view. As you steer your car along the horizontally scrolling track opponents should be overtaken or barged out of the way – but preferably destroyed. A basic bounty (in Galactic Groats) is put on your head and increases as the opposition is eliminated.

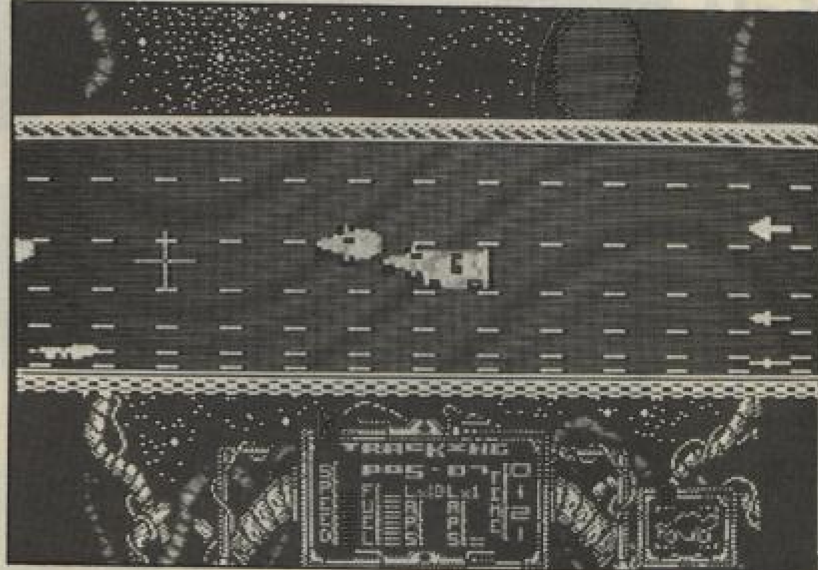
Your car can only take a certain amount of punishment and will explode if the damage meter falls to zero. Other indicators show your speed, position, fuel level and laps remaining. A qualifying time has to be beaten to stay in the competition.

The destruction of as many opposition vehicles as possible is secondary only to qualification for the Killing Races where railguns, missiles and flame throwers can be purchased using money earned from previous races.

In special Tag Races, a car is tracked by a cross hair cursor, marking that vehicle as 'IT'. If it is destroyed (probable), another 'IT'



I've never thought that two dimensional racing games were the best video games ever and The Fury **isn't really the kind of product to make me change my mind. The horizontal scrolling is about as standard as scrolling gets on the 64 and the sprites are bland, to say the least. The game itself just consists of whizzing from right to left dodging or blasting everything on the track.** Very inspiring, I'm **sure (he says, sarcastically).** The Fury **does have a few redeeming qualities though. The presentation is very atmospheric and the music tops off the futuristic feel very nicely. But presentation alone does not a great game make and this game in particular is a** mile **away from being great.**



▲ Better slow down – someone's drawing a bead on your car



At least there won't be any uproar over the packaging for Martech's latest release (remember the bikini-clad Corinne Russell?) – unless someone reads alien prejudice into the illustration! The Fury **is as derivative a game style as** Vixen **was; this time, instead of a jazzed up** Green Beret **variant, we have weapons added to a horizontally scrolling science fiction** Pole Position. **Control of your car is boringly easy, with your erratic opponents providing the only strain on the joystick, but add-on weapons are fun to use, especially the ego-boosting missiles. The 'IT' races add little to what is basically a repetitive game but, had I been transported there, the Fury dimension may have provided some extra incentive. The depressing title music appeals to my nature, but the simple racing fodder doesn't.**

DIAMOND

Destiny, £8.99 cassette, £12.99 disk

One night, on the surface of the far off planet of Zan, two wandering lovers were out strolling. As they gazed heavenwards, dreaming to themselves, they noticed a small group of stars that seemed brighter than the rest. Or was it that they were *closer* than the rest?

The truth of the matter was that they were not stars at all, but a fleet of ships almost forgotten to the people of Zan by the passing of time.

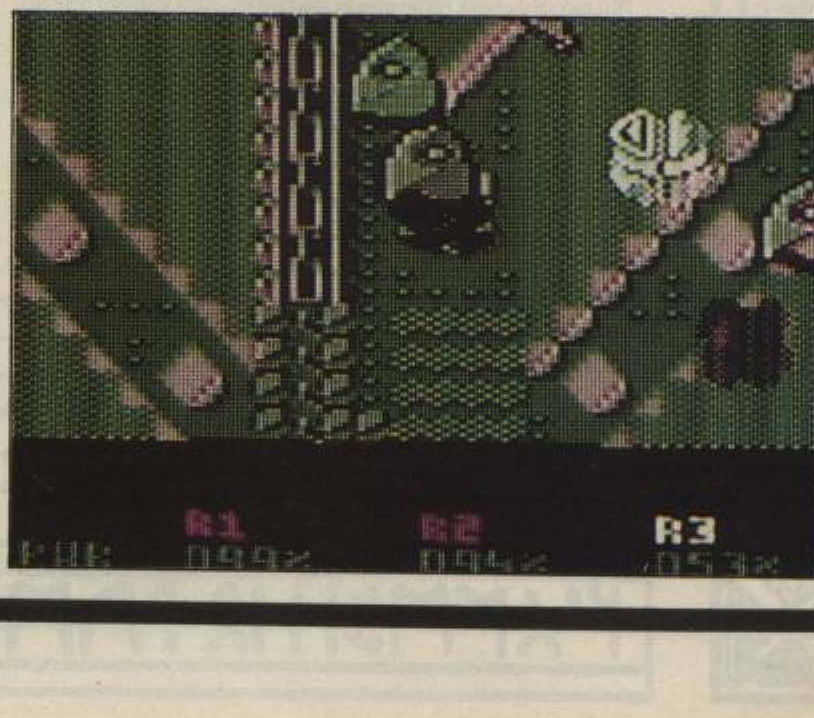
Long ago, a state of unrest existed between the Zan population and neighbouring Zia. During the conflict a great number of prisoners were taken and incarcerated in huge prison ships, set to fly in a distant orbit, out of the way of the people. Now these prison ships have returned . . .

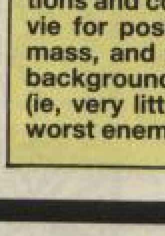
On board the ships themselves, certain changes have occurred. The inhabitants' descendents have been mutated by strange



Diamond **could have been a good game if the programmers had set their minds to it – after all, the gameplan is quite sound, containing blasting, searching and strategic elements – but as it is it just doesn't have what it takes. The graphics are weedy and inneffectual, the sound is unmemorable and the gameplay . . . well . . . what gameplay? The instructions (Spectrum ones for the Commodore, I might add) are *totally* unhelpful, with an incredibly misleading guide to the droids' functions. There is almost no interaction between the machine and the player, which leaves you feeling lost and frustrated. Well, since the scenario is set in another Solar System and therefore has no bearing on my lifestyle, I can peacefully ignore the whole thing.**

▼ Flying around and shooting things as you've probably seen it before





As we received the disk version of Diamond **here at ZZAP!, I haven't heard the songs by** The Company She Keeps **on the cassette B-side, but never having heard the band's music, I can only hope it's a lot better than the game. A nondescript single-colour rounded sprite is guided (sometimes) over what at best can be described as a poorly defined mothership background, to perform a task rendered impossible by woefully inadequate instructions and control method. Greens, pinks, browns and yellows all vie for position in a crudely stipple-shaded, visually obscene mass, and instantaneously annoying beeps drone away in the background in vague relation to what's happening on the screen (ie, very little of consequence).** Diamonds **are a gamesplayer's worst enemy.**

is chosen at random. The curse can be passed on to another car by bumping into it but can also be gained in the same way.

You may be transported to a mysterious dimension called the Fury. Many drivers have disappeared from Rim tracks to this place but, on return, have never told of what they experienced there.

PRESENTATION 83%
Detailed instructions give a history of Rim races and battle car information.

GRAPHICS 58%
Lack colour and detail but scrolling and movement are adequate.

SOUND 79%
Standard engine and blast sounds, but an effectively mournful piece of title music.

HOOKABILITY 65%
Outdated race format doesn't spark enthusiasm.

LASTABILITY 39%
One or two original features add little to the basic Rim races.

OVERALL 52%
An inoffensive old-fashioned race game simulating a hostile future sport.

radiation and have decided to break out of their confinement by smashing through the hulls.

In *Diamond*, you take the part of a lawman/ship repairer, who must manipulate five droids over the hulls via remote control. These droids can take on any of four forms, each suited to the task in hand (repairing holes, collecting energy, shooting mutants or defending the main droid brain by putting up a shield). The score ticks down as the aliens escape, the game ending when it reaches zero.

PRESENTATION 11%
Pathetic player interaction and useless instructions.

GRAPHICS 21%
Smooth scroll but poor sprites and *disgusting* colours.

SOUND 20%
Beep! Buzz! Ping! That's about it really.

HOOKABILITY 26%
Frustratingly difficult from the kick-off.

LASTABILITY 14%
Nothing to grab the imagination for more than five minutes.

OVERALL 22%
Diamond it may be, but a gem it certainly ain't.

HOTSHOT

Addictive, £9.99 cassette, £12.99 disk

In an arena of the distant future robots, humanoids and space creatures battle for supremacy. The aim of every competitor is to become *the* Hotshot of the tournament.

You are allocated control of one of three available characters: an armour-clad human with an air-blaster, a bug-eyed alien with an elephantine trunk and a hopping biped robot with a built-in gun turret. Five timed stages follow.

Stage one is a dual *Breakout* game. The player aims at a set of bricks above him while on the other side of the screen, his opponent has another set of blocks to destroy. The ball is caught by directing the gun nozzle to catch the sphere. If you fail, a life is lost and control passes to the other player.

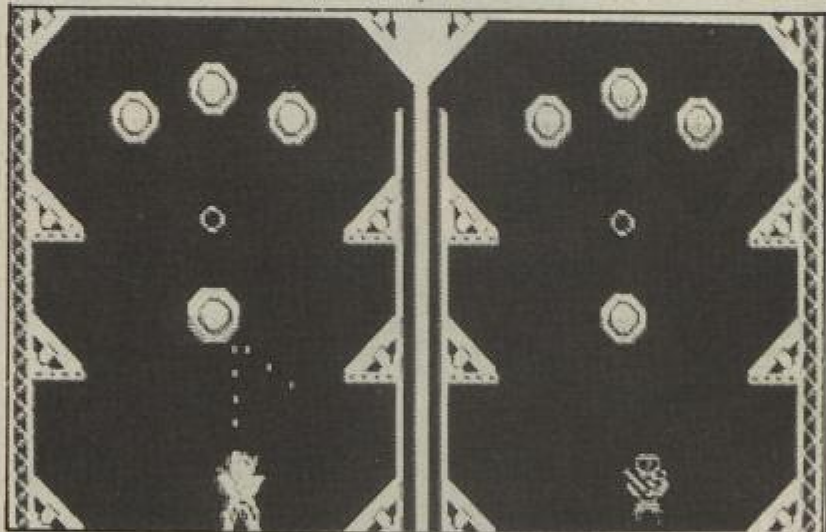
The next stage is directly based on pinball; points are scored by directing the ball on to bumpers. Each player is given his own ball and has to gain as high a score as possible.

Water plays a part in stage three; hitting a red brick will cause water in the adjacent half of the screen to rise a fraction, until you or your opponent are completely submerged. Hitting red bricks will cause the water in your half to lower.

Next comes an open screen with pinball obstacles and a group of blocks awkwardly placed near its base. A huge bonus is given for clearing them all away.

The final stage is a one-on-one battle. You fire the ball at each other using the vortex of a black hole to steer it in unusual directions.

In between games, a simple pinball bonus screen is played.



▲ A screen with a definite pinball influence

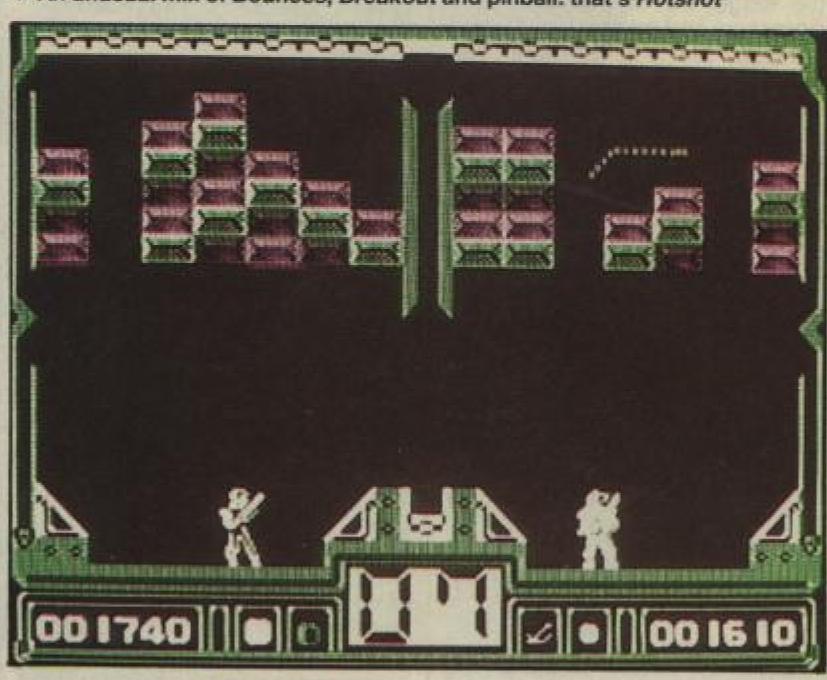


Combining old video game ideas often gives them a new lease of life – combining Breakout **and a progressive shoot 'em up to produce** Arkanoid**, for example. Adding pinball to this combination is no great improvement. In fact, it makes it worse! The control method would be all right if the ball didn't act as though it had a life of its own and fly off in weird directions. Some of the characters are easier to control than others but you have no say as to the one you control. All five levels are very similar and will soon bore all but the most fervent players. The blurb suggests that the black hole is some kind of great event but it's even more boring than the other screens!** Hotshot **is (yet again) 'a game which fails to live up to its potential'. Shame.**



Hotshot is a strange departure for Addictive, as it's totally different from the recently released and much-hyped Football Manager 2. **Their advertising strategy sports a 'Gold Label Award', which is a tad reminiscent of our very own Gold Medal, methinks – just as well for them as** Hotshot **stands no chance of gaining our ultimate accolade. A cross between** Breakout **and** Bounces**, the graphics are simplistic, ball movement illogical, and sound feeble. A single-player game is just too frustrating to bother with but at least with a human opponent there's a sense of competition and a modicum of pleasure to be had. If you're not fussy about value for money,** Hotshot **is a reasonably playable two-player game.**

▼ An unusual mix of *Bounces*, *Breakout* and pinball: that's *Hotshot*



PRESENTATION 61%
No character selection and some impossible ball catches.

GRAPHICS 64%
Strange ball movement, simple animation and Spectrum-esque definition.

SOUND 42%
Weak tune and outdated sound effects.

HOOKABILITY 62%
The game in practice is a poorly executed version of a good idea.

LASTABILITY 39%
The pinball arena holds rapidly deteriorating interest.

OVERALL 57%
An imaginative future sport let down by poor programming.

LA CRACKDOWN

US Gold/Epyx, £14.99 disk

Patrick Sims, born in Shanghai but now of US citizenship, is at the heart of a suspected narcotics ring which uses a computer import firm as a front. Pacific Shipping's revenue is suspiciously high and it is suspected that drugs are being smuggled in the shipments.

A senior case officer of the Los Angeles Police (that's you), backed by a rookie cop straight out of training, has been chosen to tackle the job. You begin by choosing one of four rookie candidates. You are linked to this person by radio and can observe his actions from your surveillance van.

The screen is divided into three main areas. At the top there are views of the rookie officer's current location. A message panel separates it from the main information panel which occupies the lower half.

The main menu allows you to *Go To* locations, those available being known buildings, rooms, or that of a departing vehicle which can then be *Searched*. If something is found, its information occupies the lower screen area and the information it holds can be stored with the *Snap Picture* option. *Bugs* can be placed in chosen areas and the possible clues they record can be *Reviewed*.

People your partner meets will include members of Sims' group, whom you can *Identify* from your files. You can have short or long, friendly or hostile conversations depending on their nature. You can *Communicate* with them for a little longer but this can lead to aggression and possible violence.

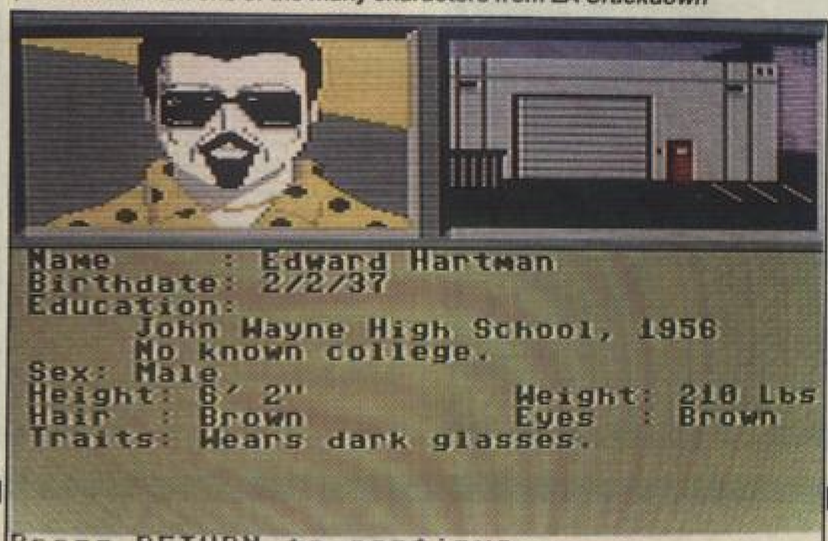
Arrests are a major stepping stone to completing the mission but should not be carried out lightly as bad decisions will cause your partner to quit and your job to return to its ordinary hum-drum.



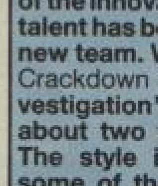
Brain power was never my strong point so I was put off this game just reading the blurb on the back of the packaging. Still, adopting a ZZAP! reviewer's open mind (you need one to work here!), I waded through the quite lengthy instructions and began my investigations. Trundling around town in my van (complete with A-Team style stripe), poking my nose into other people's business, I ended up re-searching locations endlessly (clues were sparse). None of the complex duplicity and espionage seemed particularly realistic and it all left me a bit cold. While I couldn't get anywhere in this, an adventurer might and could gain a few hours' pleasure.



▲ Investigating the low-life inhabiting the local sushi bar



▼ Information on one of the many characters from *LA Crackdown*



What on earth is happening to Epyx? A while back they were one of the names in quality software but recently they seem to have been releasing very mediocre games. It seems that very little of the innovative programming talent has been taken up by the new team. What we have in LA Crackdown **is a standard 'investigation' game which is about two years out of date. The style is very much like some of the early interactive menu games but unfortunately there is nothing new or exciting about it to stimulate the imagination. The conversations are extremely limited, the scripts often being repeated during the course of play. On the whole there is a sort of offhand atmosphere which stops you from getting properly involved in the storyline. Remember, just because it's Epyx it's not automatically good:** LA Crackdown **is merely average.**



I always thought it was in New York that all the tyre-screeching car chases, vicious punch-ups and brilliant detective work went on but apparently, LA is the place to be if you want a piece of the action. With a suspected drug-smuggling ring going on, it must be. Anyway . . . I thought the selection of a partner from a group of four was rather mean, particularly as after trying them all, I found them all unsatisfactory. We're supposed to be partners but the rookies have no respect for their commanding officer, quitting at the drop of a hat. Cowards! Still, even when there was cooperation, clues were hard to come by and much of my time was spent wandering around aimlessly waiting for someone – or something – to happen. With careful deduction, steps toward the arrest of nasty boss Sims can be made but this may not be everyone's style. If you fancy yourself ('Vain creature!') as a drugs-busting Mensa cop ('Oh, I see') LA Crackdown **is a game of capacious (what?) depths.**

PRESENTATION 70%
Detailed instructions and friendly screen layout but frequent disk access and flipping.

GRAPHICS 54%
Simply drawn and coloured but functional.

SOUND N/A

HOOKABILITY 64%
Lack of clues slows down the potentially interesting gameplay.

LASTABILITY 62%
All LA's criminal dens to explore but investigation can become repetitive.

OVERALL 61%
A cop story for the graphic adventurer.

TEST

PSYCHO PIGS UXB

US Gold, £9.99 cassette, £14.99 disk

Intergalactic games are set to become so advanced in the future that humans will no longer need to take part. Hold on, before you say 'Yeah yeah, so they use robots. So what?' Well, I'll tell you so what: they *don't* use robots. They use the new style spectator sport player. The mega intergalactic *Psycho Pigs!*.

These porky creatures take part in a future-sport called 'UXB', an incredibly dangerous pastime, where the players fling timebombs at opponents in an attempt to splatter them all over the shop – hence the humans' lack of enthusiasm to take part.

In *Psycho Pigs UXB*, you must take the part of one of these porcine heroes, striving for survival in the shrapnel-strewn arena. You walk on, the ref-pig blows his whistle . . . and the contest begins!

Bombs are picked up by walking over them and are thrown in the required direction by pressing the fire button. Once released, the timer on the bomb begins to tick down. If it reaches zero . . . BOOM! . . . and it's bacon butties all round. If a pig catches a bomb, the timer goes straight to zero and the holder is blown off the face of the screen. Occasionally, when a pig explodes, an icon is dropped. When collected these give extra powers such as a bomb-proof suit, extra throwing strength, a hyper bomb (which clears the screen) and a pig freeze (stops the enemies from moving).

If your piggy alter ego is enough of a cool froody-dude to clear a number of screens, you may enter the bonus level. This consists of sows popping up from series of intergalactic mud holes – you must give them a big sloppy kiss (by pressing the fire button) before they pop back down again.



Well, I quite liked it. Being a sucker for silly tunes and even sillier gameplay elements, I was immediately attracted. Basically, there isn't that much to it, and what there is is all very easy – but the inanity of it all I found appealing. I found the ad a bit repulsive, since it wasn't in any way directly related to the game it was advertising – but there we are; if you buy this game because of the ad, that's your look-out. Anyway, the computer sexism debate goes on but so must this comment . . . The backgrounds are all a single colour, which only make the simplistic pig sprites look worse. The only variation is the initial number and positioning of bombs – not overly interesting and not likely to compel a gamesplayer of 1988. The bonus stage music is the only thing of real quality in Psycho Pigs UXB**, the game as a whole being mildly interesting porcine-bombing fun with little lastability. Only for idiots like me who like stupid tunes and hatstand game elements.**



What this game is most likely to be noted for is the slightly dubious advertising. The name of the game is soft enough in the first place without having a soft promotion campaign. Unfortunately, the ad's reference to the 'reviews of Psycho Pigs UXB**' are no particular cause for concern, as the review you're reading thinks it's merely average. The game itself is fun for a short while but there just doesn't doesn't seem to be enough meat (sic) to it. The action is rather repetitive and a little too easy to give any lasting appeal: just think of the amount of bacon sarnies you could buy for a tenner! They may not be much fun but, ultimately, they're more satisfying.**



▲ *Psycho Pigs UXB* – a real porker of a game

▼ Get rid of those bombs or have your rashers grilled





So this is Psycho Pigs UXB**, eh? I wasn't at all surprised to discover that it doesn't feature an overweight page 3 girl but perhaps the least said about that piece of software sexism the better. Apparently, this is converted from a coin-op – obviously a very obscure one. The gameplay is ridiculously simplistic: just chuck a few bombs around, dodge others, and wait until, more from luck than judgement, all your multi-coloured piggy opponents have been fried. The bonus stage is equally straightforward but at least the frantic music adds some urgency to the pig-kissing (yuk!) proceedings. All of this changes very little from stage to stage so one game is all that's needed to see all there is on offer. Coincidentally, my one-word overall opinion of** Psycho Pigs UXB **happens to lie in copious quantities at the bottom of pigsties. Small world, eh?**

PRESENTATION 52%
Not a lot really, just the basic layout and options.

GRAPHICS 41%
Lots of colour but there is an overall 'blocky' look to the game.

SOUND 64%
No spot effects, but a number of pleasant ditties.

HOOKABILITY 73%
Quite good fun at first . . .

LASTABILITY 39%
. . . but it *is* rather repetitive.

OVERALL 60%
Not bad for a few chuckles, but at ten pounds they're expensive ones.


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at the Olympics
COMMODORE 64
OLYMPIC
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If you weren't selected for the Seoul Olympics, no need to feel out of the running.

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Commodore

SUMMER OLYMPIAD

Tynesoft, £9.95 cassette, £14.95 disk

As you read this, all being well, the 1988 Summer Olympics will be well under way. You, and up to five other people, can now take the place of an all-round athlete who has qualified to compete for his country in five events. Having entered your name(s), the flag of the country you wish to represent (one of 14 available) is chosen. The events you compete in are then selected and the Games begin.

Skeet shooting comes first. Clay pigeons are launched from the left and right, just asking to be shot. You aim with a joystick-controlled cursor from seven standing points. If all pigeons are hit, a bonus clay is awarded.

The coordinated sprint and leap of the hurdles is the most strenuous event you have to face; its rigours are simulated by waggling the joystick from left to right, timing presses of the fire button to jump the obstacles.

The complicated movements of the triple jump are negotiated in a similar way, speed being gathered on the run up by joystick waggling. As near to the take-off board as possible, the fire button is held down to give the desired angle and the hop, step and jump movements are then made automatically.

From a 20 metre tower, you have to perform as many aerial twists and spins as possible to impress the diving judges. From launch, movements are selected by combinations of 'stick direction and fire button. A clean entry into the water is needed to gain a respectable mark.

The noble art of fencing is the final event, played against a computer controlled swordsman. Defensive and offensive moves are available, and your aim (quite simply) is to hit your opponent more than he does you.

Gold, silver and bronze medals are awarded after each event and accumulated over the selected sections.



This type of sporting game has a long history – and it was obvious someone would dig it up to cash in on the '88 Olympics. To be fair to Tynesoft, they've made a great attempt at producing a multi-event sports game with a different graphical viewpoint from most others. Definition is admirable all round, skeet shooting being the best presented and also the most playable event – despite numerous wasted shots on first games, I went back to it time and time again. Diving requires some nifty manoeuvres to get anything like a decent score, but landing on your back, as I often did, spoils an otherwise good performance – zero marks all-round! The other events are rather predictable interpretations, particularly the waggling and button pressing of the hurdles and triple jump. Summer Olympiad **is worthy of attention if you are short of such games.**



▲ What have those clay pigeons ever done to you?



This has some pretty original viewpoints – for example, the fencing is shown from a camera's viewpoint looking down on the action from a corner of the piste. ('I haven't touched a drop all day, actually'. Ho ho – Jimmy Tarbuck-esque joke). The definition standard does vary from place to place but is generally representative of the real thing. Epyx have cornered the market in multi-event sporting simulations but as they dropped their standards with The Games – Winter Edition, **Tynesoft have a chance to gain a toe-hold (I hope they've washed their feet. Ho ho – Maff Evans-esque joke). Some events are a bit old-fashioned, but some reminiscing coupled with new-style gameplay makes** Summer Olympiad **a worthy waggle.**



Isn't it refreshing to see what a new viewpoint can do to a game? Summer Olympiad **is a case in point, as each event takes a different perspective from any other sports simulation and, surprisingly enough, this makes it seem more than just a recycling of old ideas. There are a few awkward delays that slow things down somewhat and a mis-timed press of the fire button means that a particular event must be played from the beginning again. Having said this, the events themselves are very well presented and enjoyable, the hurdles being the only runt of the litter (I can't understand how to win, and there aren't any instructions on the sheet for the event). It all boils down to that well used phrase of 'try before you buy'. See if you can ignore the quirks and get down to the game in hand, as it is quite a lot of fun.**

▼ Take your pick from five events or an opening sequence



PRESENTATION 89%
Neat country and event selection displays. Each sport is individually well-presented.

GRAPHICS 87%
Some unusual viewpoints complement colourful sprites and sporty backgrounds.

SOUND 85%
A variety of quality tunes to suit each event.

HOOKABILITY 92%
The thrill of Olympic competition is generated between players.

LASTABILITY 84%
To strive for perfection is the sporting spirit. (Whaaaat? – Ed)

OVERALL 87%
A playable and well-presented sporting game to combat Olympic fever.

DALEY THOMPSON'S OLYMPIC CHALLENGE

Ocean, £9.95 cassette, £12.95 disk

Daley Thompson has a big bushy moustache and drinks Lucozade a lot. (Just thought I'd make sure that everyone knows who the hell I'm going on about in this review). He competes in ten events in one competition. This is known as a decathlon (still following this are we? Good).

Being a fit and healthy kind of guy, Daley must work out in his gym every day. To tone up your biceps, triceps and leggy muscles (well, I'm no doctor!) you (as Mr Thompson) lift weights and perform sit-ups and leg extensions by waggling the joystick (yes, it's one of *those* games). As you exert yourself, a bottle suspiciously like Lucozade gradually fills up. The total amount of golden liquid (no, Paul Hogan *isn't* featured) collected affects your performance in the events.

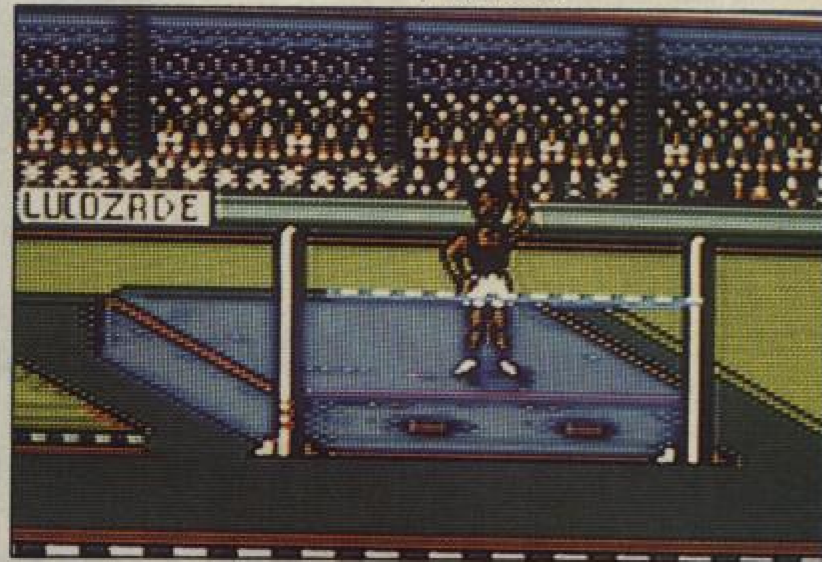
It's a little known fact that Daley's prowess is reliant on his . . . trainers!! Woo! You need to select the most suitable pair before embarking on the events.

The leaps and bounds of the long jump are simulated by pressing the joystick as near to the take-off board as possible, and keeping it depressed (by playing The Smiths' albums to it?) until the desired angle of launch is reached. This control method control is used in the pole vault, high jump, hurdles, javelin, shotput and discus.

Straightforward distance running ranges from the joystick-breaking 100m sprint, to the arm-destroying 1500 metres, with the 400 metres striking a happy medium.

All this physical exertion will hopefully be rewarded by the winning of a gold medal. You'll probably sleep for a week after all that hard work!

▼ **Daley obviously wasn't wearing the right shoes for the long jump**





Ocean's last game featuring a certain sportsman, Daley Thompson's Decathlon, **merely took an average** Track And Field **conversion and put in a dwarfed Daley-like sprite – an uninspiring license. This latest game, though, has some of Daley's jokey character, clearly shown in impressively large detail in the training section (accompanied by the sounds of deep breathing from you as well as the TV loudspeaker!) Joystick waggling features heavily – so heavily, in fact, that that's all there appears to be to the game. This is a clear disadvantage, and is a situation which is helped little by the trainer-choosing element which eases joystick strain by some degree but obviously does nothing to change the control method. If you plan on doing some body-building but can't afford a set of weights, buy a copy of this and an extremely sturdy joystick and you'll be kicking sand in people's faces long before you get a gold medal.**



I always thought that Summer Games II **was the best sports sim on the 64 because of its brilliant graphics and interesting control methods. It took thought to get through all the events instead of thrashing the joystick to death. Here we are, two and a half years later, and we have a sports sim that relies on the good old 'waggle factor'. Some of the events look like a cross between** Summer Games II **and the Konami arcade machines, the gameplay leaning more towards the latter. It is quite a lot of fun just pumping hell out of the joystick, but even more fun watching fellow reviewers doubled up with agony after completing ten biceps curls! Ultimately,** Daley Thompson's Olympic Challenge **is a nicely presented and entertaining game which is just a little bit too strenuous. Excuse me while I get an icepack!**

▼ **A good workout in the gym is essential to success on the day**





Just when you thought it was safe to go back to sports simulations . . . Daley Thompson's Olympic Challenge **appears. This is the most exhausting joystick waggling game I've ever played! At one point, four reviewers were playing a sort of relay to get to the next stage. The events cause a critical condition amongst computer gamers: 'Serious Arm Lock-up', a most painful experience. The presentation is good, though, and the graphics very effective: some very realistic animation, especially on the weight training events. A little strategy is required in selecting the right shoes for each event, but it's hard to think straight when you're running around screaming 'Oh God! My Arm!'. I've seen tough sport sims in my time, but this is shattering!**

PRESENTATION 78%
Nicely done, from an aesthetic point of view, but the constant joystick-waggling control method is a pain – literally.

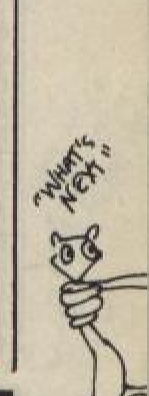
GRAPHICS 89%
Highly presentable decathlon events and excellent Daley character in the training section.

SOUND 83%
A sporty title tune with some unusual voices, grunts and groans from our Daley.

HOOKABILITY 74%
Strong graphical impression is offset by tortuous waggling.

LASTABILITY 66%
Sporting skills can be honed but the control method may well deter.

OVERALL 79%
A new slant on sporting games and an effective license (for a change), but it is slightly marred by an exhausting joystick system.



TRACKSUIT MANAGER

Goliath Games, £9.95 cassette

And after a demoralising 7-1 defeat, England trudge back to the dressing room. Doubtless Bobby Robson will be rather unhappy at his team's performance, eh Brian?'

Having chosen the nationality of your team, you must then select your squad from a list of up to 100 players. It would be a good idea if this glorious team had a match to play in, would it not? Fixtures can be arranged under the DIARY option. You choose to play a tour or single match, the date for the match, the team you wish to play and whether to play at home or away.



▲ They were obviously fans of his television programmes



I'm not usually the kind of person that gets into Football Manager **type games but I must admit that** Tracksuit Manager **is very good indeed. The menu systems are extremely easy to use and practically before you know it, you have a full squad ready to leap into action. Genuine football fans can wholeheartedly warm to the game since all the information included is absolutely spot-on – from the players eligible for a cap to the individual skills of each man. Setting up your own fixtures gives you the opportunity to practise against the teams you are about to play in cup competitions – a feature never before seen in a game of this type. The running commentary is by far the best way of portraying the action that I've ever seen. You can actually get into the atmosphere of the game rather than watch nameless stick people running around a pitch. It's rather like listening to a match on the radio. I think I can say, without a doubt, that this is the best** Manager **game ever released.**

On a day when there are matches taking place, you can go along and watch any of the games, though scouts can be sent out to watch the matches that you don't attend. You can read their reports later on. On your own team's

'Indeed he will, Jimmy. I think he'll have a few words to say to them.'

'Too true, Brian. The fans seem to have something to say too. What's that they're shouting?'

'Er, I think it's '**** off and die, Robson you old ******', Jimmy.'

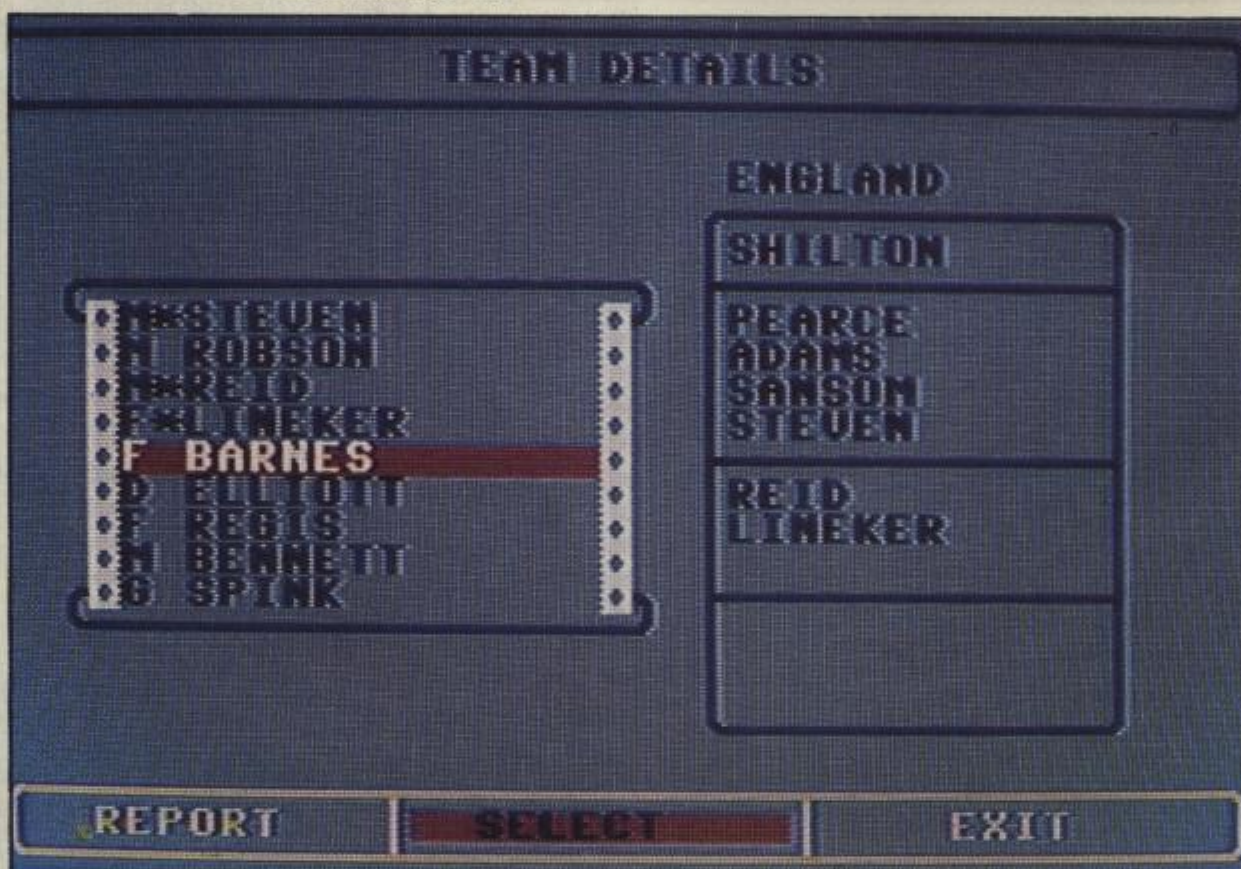
'Ah . . . I see . . . '

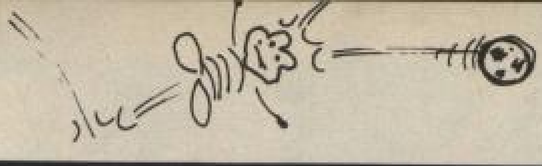
Isn't that always the case? England's losses are always blamed on the hapless manager. This last upset seems to have been the straw that broke the camel's back, as Bobby has upped sticks and left the team to it!

The scouts soon dash off in search of a replacement: *'Will all would-be managers please take one pace forward'* Aha! So you want to manage England, eh? Well just come this way . . .

So you're left in charge of an international football team for a minimum of four years. It's the beginning of July and the team is in need of sorting out before the International Championships. They need to be ready by the first round, in October . . . *Tracksuit Manager* places you in exactly this position, but if the thought of managing England absolutely disgusts you, you have the option of managing any European team you choose.

▼ Team selection the *Track Suit Manager* way







▲ **Choose your team's match strategy**

matchday, 11 men must be selected from your squad (it may be an idea to check out their records to see if they are fit to play at this point). You need to decide the tactics for the game, including tackling and defence styles, team formation and overall game plan.

Having got the right men on to the right field at the right time, you're treated to a play-by-play account of the game: the text pauses and changes colour at moments of high tension. At the half, you can send on the subs and change tactics if the situation calls for it. However, players that have been sent off cannot be replaced by substitutes and a ban is enforced for a subsequent number of games. Seriously injured players are removed from the squad altogether.

At the end of the full 90 minutes, a synopsis of the game is printed including a count of the bookings, attempts at goal and other general information. The dreaded press reports of the game are also displayed (ugh!). Matches continue to be played as scheduled until October, when the two-year Nations' Cup championship begins.

Cup matches are scheduled automatically depending on the group placings and are played out much as any other match. The results of these games are placed into a table showing your group position, goals scored and other relevant information. If you play well enough you pass through to the next round (wooooh!).

In the second two years things start hotting up for the next main competition. It's a real biggie: the World Cup!

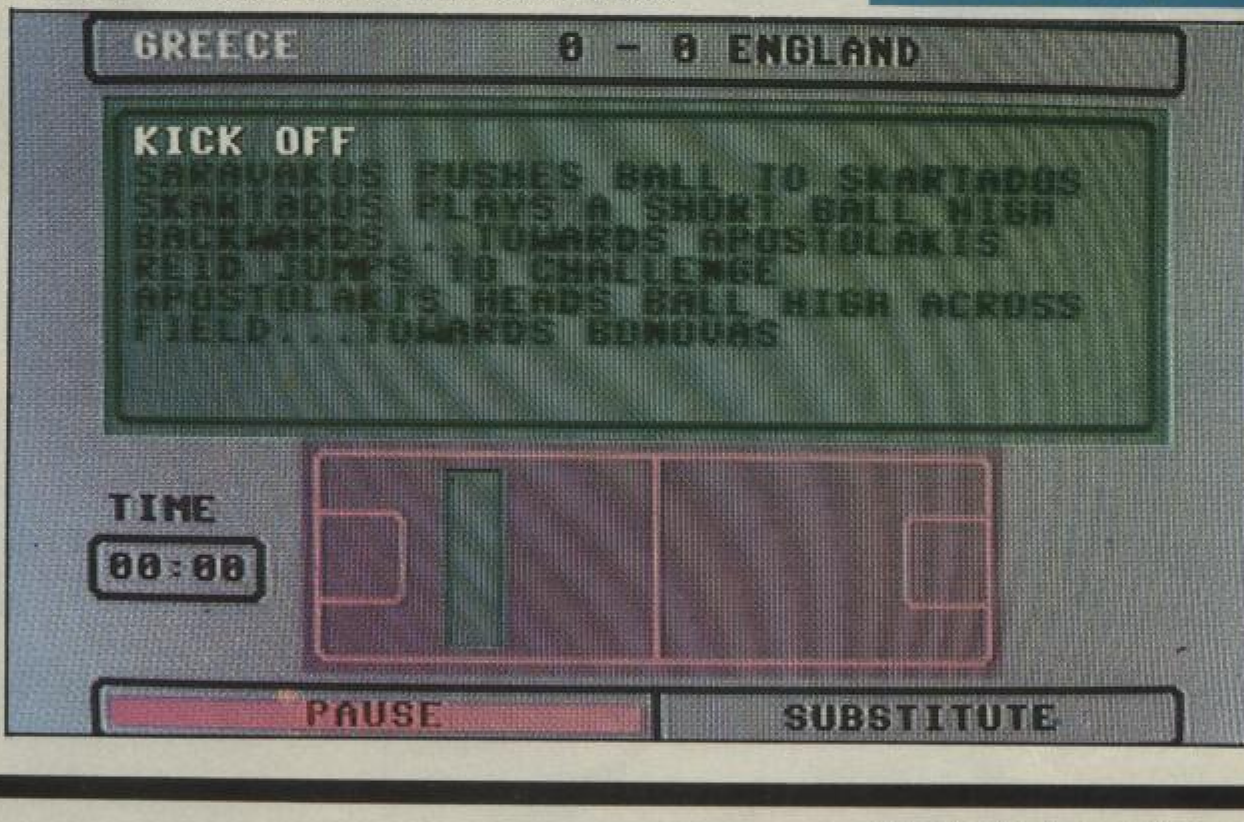


The tactical side of football is excellently tackled by Tracksuit Manager, **a subject only recently re-converted to the monitor screen by Addictive's much publicised** Football Manager 2 **(they obviously beat Goliath to a sensible title!). It uses a menu system in a similar way to Kevin Toms' sequel but does away with the poor attempt at a spectator-only** International Soccer **in favour of a purely functional display. Whilst** Tracksuit Manager**'s matches are non-interactive, other than at kick-off and half-time, a commentary constantly scrolls upwards giving a detailed account of the proceedings and generates both enthusiasm and sympathy for your faithful team. The amount of options puts** Football Manager 2 **in the shade and allows for intricately detailed managerial tactics. Armchair Dalglishes, resident Blackburn Rovers fans (like me), and football supporters everywhere need look no further!**



I personally didn't think Football Manager 2 **would be ousted from its top soccer strategy game position so soon, as I found it surprisingly playable last month (never having seen the old original). Against the odds, though, the famed game has been outdone in all respects by** Tracksuit Manager. **Some would argue that the graphics aren't as pleasant but I found** Tracksuit Manager**'s simple graphical display very functional and easy to use. The constant flow of comments during a match makes a game seem hectic without the player having to lift a finger (great for armchair addicts like me). The after-match headlines from the two publications – The Daily Slag and The Sporting Knife – are often amusing, but frequently seem a bit harsh. ('Aarh, c'mon, we didn't do *that* badly!') Still, that's football, Brian – and this is the best football management game on the market.**

▼ **Adopt a John Motson accent and you could almost be there**



PRESENTATION 96%
Good menus, *tons* of options and an absolutely brilliant game commentary system.

GRAPHICS N/A

SOUND N/A

HOOKABILITY 93%
Surprisingly easy to play once you start.

LASTABILITY 88%
Almost infinite variety means that those interested in football may have endless fun.

OVERALL 89%
Easily the best of its type - only to be missed if you absolutely hate *Football Manager* games.




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the murky waters within, but this is the only way you
is alive, you'll be just one of the few!
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BE A HAWKEYED READER

AND WIN 'EYE OF THE STORM' WITH THALAMUS

(FIFTY COPIES OF HAWKEYE FOR RUNNERS UP!)



Manic blasting action, unsurpassed presentation and some pretty amazing graphics won Thalamus' *Hawkeye* a Gold Medal in ZZAP! Issue 40, an event which, not surprisingly, put a big smile on the face of the Southampton software mob. So pleased was Thalamus MD Paul Cooper, that he decided he ought to let a few lucky ZZAP!sters sample the delights of his new game without any monetary outlay. Hence this competition.

In case you didn't already know, Thalamus are running a special promotion in which a trio of gold *Hawkeye* cassettes will be randomly distributed to three retailers across the country. Anyone who receives *Hawkeye* on one of the gold cassettes receives a rather nice prize of an Amstrad Studio 1000.

Anyway, what Thalamus want you to do for *this* competition is to predict the locations where the three prize-winning games will turn up. Now before you start leafing through the index in your *AA Book of Obscure Computer Shop Locations*, take a look at the map on this page. To simplify the divining process our chums in Art have drawn a grid over the British Isles, so that all you have to do is use your skill and judgement (and a pin if these two commodities are in short supply) to pick the three squares which you consider are most likely to contain the gold cassettes – then read off the map references, write them on the entry form and send it in before October 16th. Simple, huh?

The person who successfully locates or is nearest to locating the three cassettes will win the ultimate in Yuppie toys – *The Eye of the Storm.* You've probably seen these in films and TV programmes such as *Ferris Bueller's Day Off* and Kenny Everett's *Brainstorm* – they're globes of gas plasma with a spark generator inside which produces beautiful glowing patterns when you run your hands across it. As if this wasn't enough, Thalamus are also giving the winner a copy of *Hawkeye* to play with and treasure. Oh, and Generous Mr Cooper is also handing over copies of the game to 50 lucky runners-up.

Phew, is there no bottom to his pockets? Well, apparently not, because he is going to send every entrant a £1 voucher which can be used to get any game ordered through Thalamus mail order at a reduced price!

Now, anyone not tempted by all of those goodies would have to be Paul Cooper or dead. Get hunting and prove you're neither!

I THINK THE GOLD CASSETTES WILL TURN UP AT GRID REFERENCES

1

2

3

NAME ....

ADDRESS ....

Send your entries to **ZZAP! SPOT THE HAWKEYEBALL, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** and remember, entries must be in by October 16th or you'll have absolutely no hope of winning at all, not even if you send nice Mr Cooper a bribe of £1,000,000.

HACK TO THE FUTURE

Predicting the future is a worrying business. What worries us is the fact that since the start of this series, a dozen of mad Mel's predictions have already come true. So with less than ten thousand hours to go before the year 2000, brace yourself for the final chunk of futurology.

1999

PENUARY
Seven years after the Common Market takes down its national boundaries, the European currency is unified. Based on the Franc-Mark-Sterling and the Drachma-Lire-Paseta, it is named the Farking Dracula.



PURGATORY
Continuing the trend of Newsfield staff turnover begun in the 1980s, everyone in the UK has now had a chance to be Editor of ZZAP! except for woodlice and anybody who has ever worked for *The Bug*, or possibly both. ZZAP! now costs 25 Farking Draculas, and follows the trend of all computer mags by sticking a free unemployed programmer on the front cover with Sellotape.

MARX
The population of China leaches one birrion. The Irish expedition to climb Mount Everest is forced to turn back when they run out of scaffolding. Wendy-the-singing-computer is discovered smuggling nun-burgers in Nuneaton and is burned as a witch. The Duchess of Pork gives birth to 17 piglets after visiting a fast-breeder nuclear reactor and sitting on a bacon roll. After multiple loony name-changes, The WowiePowie WamBam RodPoleAndPerch Corporation reverts to its original name, Activision.

JEWLIE
Following the self-destruction of CDs in the 1980s, credit cards do the same thing by joining the SDP.

AGHAST
Giant mutated bird droppings take on the form of adolescent females. They are known as *The Great Guano Sisters*. After 100 years, the diaries of the man who invented the typewriter keyboard are published. It seems that the words 'Qwertuiop asdfghjkl zxcvbnm' make the filthiest insult imaginable in ancient Hungarian, and all keyboard operators are continually accused of performing an unnatural act with a cooked chicken.



ANTHILL
Since the electricity ran out, all computers have been inoperative, but the situation is changed by a remarkable discovery from the British Medical Association plc. It seems that human beings have been equipped with portable digital computers for some time, without knowing it. The Ministry of Education plc calls them Fixed Integrated Numerical Graphic Educational Retractable Servos, or 'fingers' for short.

MAYHEM
All the extinct volcanos on Earth erupt simultaneously, but instead of molten larva spewing out they emit paper hats, sherry trifle and a soft voice singing 'All Tomorrow's Parties'.



JUNTA
After secretly plotting for the past 15 years, Sir Clive Sinclair buys out Amstrad for 25 Farking Draculas, a can of beans and a baldy wig. The acronym Alan Michael Sugar Technology Research And Development is immediately changed to Alright Mate Sinclair's Taking Readily Available Dosh.

SLAPPEDUNDER
After the last three Olympic disasters, athletes agree to meet in the only venue on Earth with no political meaning whatsoever: Ludlow. Instead of all that silly competitive stuff, chocolate medals are awarded for proper Games such as juggling fish, doing the Hokey-Kokey, skipping on one leg, peeing up the wall, Space-Hopper lookalikes and, of course, playing computer games with walking sticks while hanging from a balloon underwater.

ACTOVER
The cause of the epidemic of human yobbism, greed and madness is finally established: the little green slimy things just to the right of the slice of tomato in hamburgers! For two generations hamburgers containing these loonymakers have been infecting people, and sending them crazy. There is no cure.

REMEMBER
After an uneventful intergalactic journey, except for stopping for a packet of fags at the Cancer service station and taking a wrong turning at Virgo, the Alpha Centaurians drop in on Mars to see how the joint USA-USSR mission is going. They get wheel clamped. When they discover that everyone on Earth has been driven insane by the green things in hamburgers, they decide to save only the children of Earth, providing they promise not to sing anything by Kylie Minogue.

DISASTER
The world's unfortunate classes (adults, MSX owners, etc.) demand to be saved as well, and squabbling leads to nationalism which leads to war. The superpowers have succeeded in disarming, but chemical weapons are used by the warlike cultures of Iran, Great Britain, Pakistan, Israel, Nigeria, South Africa, Brazil and Radio Luxemburg. The interstellar Ark lands on Earth as the mushroom clouds erupt at midnight, December 31st, 1999. The Stockholm eco–computer predicts that all life on the planet will be extinct within 365 days.

YEAR ZERO



JANUARY

Gabriel, the Alpha Centurian spokesangel, sends out invitations for the chosen people of Earth to be saved. Unfortunately postage has gone up to 65 Farking Draculas for a first class stamp, and the Alpha Centaurians only have small change in their own currency, the Plinge. (A 'Plinge' can be translated as 'faith' or 'bogey' depending on the weather). So it is that the only people who are ready to be evacuated from the doomed planet are Newsfield readers, who have kept this paragraph safe until the next century, and assembled in the Right Place at the Right Time (the back garden of Bishop Cynthia Payne of Streatham, London SW16.)

FEBRUARY

Gabriel appears on satellite television's most popular global slot, *Frey-U*, to appeal for several billion First Class stamps. Shares in the Church of England plc rocket when punters see that Gabriel is a beautiful winged angel, but the market drops out of their bottom when she reveals that both God and computers are only figleafs of the imagination. There is one true religion, however, which is rock 'n' roll, but only when performed by Desmond Tutu in Welsh.



MARCH

Redundant gods turn up at the Social Security plc to sign on for unemployment benefit. They include a horde of well-known Romans and Greeks, a fair selection of animal-headed humanoids, the Dollar, several Radio One disc jockeys and anyone with the surname 'Darling'.

APRIL

The newly discovered Fingers computers are found to have all sorts of uses, especially when interfaced with the serial ports of human beings. Centresoft begins distribution of a range of peripherals, including thimbles, rubber gloves, plectrums, baby oil, and nail varnish.

MAY

The poisonous clouds that are enveloping the world eliminate the weakest first, such as people who own Hammond organs or who can't pronounce the word paella even though they've been to Spain for their holiday. The Ark manages to assemble two of all the species left on Earth, including the world's most intelligent creatures the liver-fluke (or Cutie–Poo), and the unicorns, who have been lying low since Noah got the last global disaster contract.

JUNE

As the last drop of fuel is used up, and the last mechanical engine splutters to a halt, The Ark lifts off from Earth and settles into a low orbit around the shattered planet. Fighting continues, guns being replaced by clubs, spears and arrows as the bullets run out. Warmth is maintained by burning mountains of junk mail which has accumulated over the past decade, and the skies turn blacker than ever. The last ray of sunshine to reach Earth bathes the loveliest place on the planet for 12 seconds in a beautiful golden light. It is the top window overlooking the canal of the Hotel Brian, Amsterdam. But I'm damned if I'm going to tell you why.

JULY

The final ABC figures are published on recycled paving slabs and Computer magazines all claim to have the highest circulation. *Football Manager* is still in the Charts. Plague, famine, darkness and unsold copies of *The Race Against Time* cover the globe. England loses the Test Match.

AUGUST

Children assemble as usual, to wish the Queen Mother a happy 101st birthday. In the absence of any proper ingredients for a birthday cake, they volunteer to be made into candles and a pudding. Bruce Everiss handles the marketing.

SEPTEMBER

One new species seems to be thriving, which in 69,000,000 years will become superintelligent and invent the ding-dong door chime. It is a biomechanical hybrid of a 10 Farking Fracula coin and broccoli.

OCTOBER

Earth is silent at last. At peace for the first time since an amoeba named Shirley decided to split in a primaeval slime disco. Not one voice is raised in anger, no children starve, no homeless die of cold, no gun is fired, the last ever Benny Hill repeat comes to a flickering end. Planet Earth is not a giant computer, as Douglas Adams would have it, but is of course a living creature, grazing peacefully through space, feeding on light and warmth, harming nothing, paying the mortgage regularly, and bidding a gentle farewell to each pair of creatures who ever lived, plus all ZZAP! readers who read this, as the Ark majestically leaves orbit and heads for Paradise, a small planet in the Canis Turdus system.

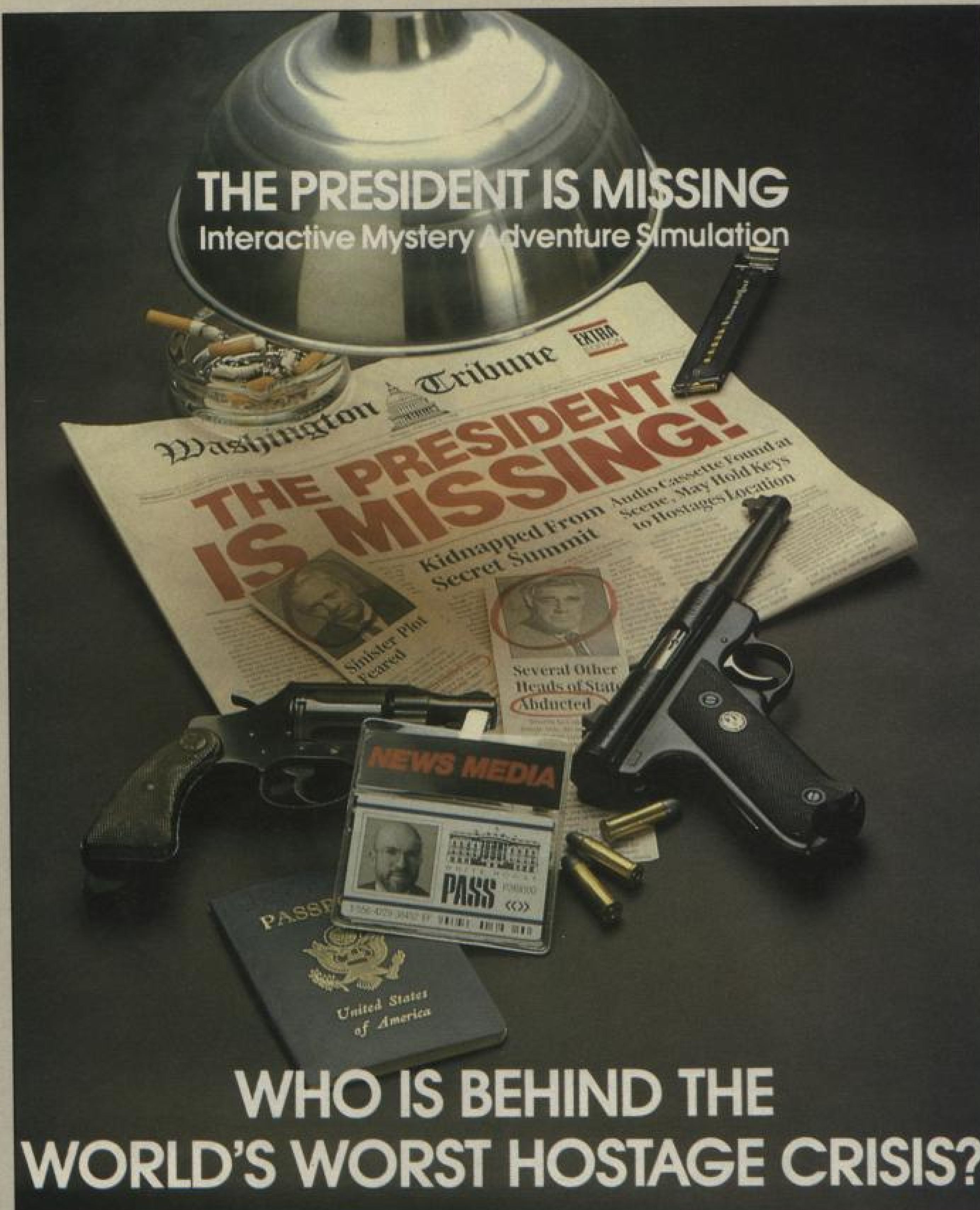


NOVEMBER

As for the rest of us? We all die laughing! Well, you've got to laugh haven't you? I mean, after the end of the world, eating hamburgers is gonna be real difficult, 'cos you can't help smiling when your lips have been vaporised.

DECEMBER

And so, gentle reader, in little more than a dozen years time the world will end not with a bang, but a Wimpy. And good riddance, say I. Next month, something much more Earth shattering: the start of a brand new Mel Croucher series! After months of careful research, and years of consultation with our libel lawyers, from the man who put the P in comuting, don't miss *CLASSIC COMPUTER COCK-UPS*.
THE END!



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Tomorrow's Reality...Today

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Cosmi, MicroProse Ltd., 2 Market Place, Tetbury, Glos GL8 8DA, UK. Tel: (0666) 54326 Tlx: 43422 MPS/UKG

ZZAP! Rrap

Well, I suppose I, humble Lloyd Mangram, was asking for it – I received over 50 letters this month on the subject of sexism alone. They ranged from people cancelling their subscriptions to an inquiry from the Advertising Standards Authority to those who thought it was all a bit of a larf and should be encouraged. I'm sure you'll find yourself in agreement with one of the letters below . . .

The rest comprises a bijou bundle-ette on piracy (including a call for the return of the death penalty), a teeny tad on the Amiga section (though I'm sure this will increase now that Amiga reviews are full and permanent) and some more banana lovers. Oh – and I hope you like the re-designed Rrap – it's a bit less sober than it has been (but then, who stays sober in the summer?).

SEX!

(CHEAP ATTENTION GRABBERS INC)

Dear Lloyd,
After reading the results of the Zzaptionaire I was a little disappointed with them. I was disappointed to find the lack of female readers: 'up the lads'. However, before all of you out there write in and say 'Come on Mary Whitehouse, look at ZZAP! page 3' and chant 'censor censor', I suggest a quick scan of the Zzaptionaire results is in order, and look at the age and sex of the readers and use your imagination to work out what sort of things people of that age want to see.
Phillip Kirk, Hull, North Humbs.

. . . I was amazed and annoyed to see the advert on the first pages of August's ZZAP! for US Gold's *Psycho Pigs UXB*. OK, so I accept that most readers of your magazine are male, but this type of advert and its implications – which are obvious before anyone tries to plead ignorance – are totally unacceptable. Women are NOT playthings and there are enough problems in this world without implying they are for men's usage.
Karen Newland, Southsea, Hants.

P.S. I am in complete agreement with Michael Doherty's views on pornography (ironic that his letter was in the same issue). These games are readily available for children to purchase. Surely this is not acceptable. Stop being cynical, Lloyd – something should be done. I will now get off my soap box and await your comments with interest.

. . . Unfortunately this kind of selling seems to be on the increase. First it was Samantha Fox with her *Strip Poker*, then Maria Whittaker with *Barbarian* and more recently, the woman in *Vixen* and Whittaker again in – surprise, surprise – *Barbarian II*. Don't get me wrong, business is business and if it's the best method of promoting the advertisement for the game then the company will do it, but I must add that I draw the line at the standard of advertising mentioned earlier in the August '88 issue, the advertisement for *Psycho Pigs UXB*.
Paul Vakharia, Middlesex.

. . . Take a look at August's advert for *Psycho Pigs UXB*. I'm not going to buy it until I see a review in my favourite Commodore agazine (Shlurp!). It sounds awful anyway! My mate bought me *Hollywood Poker* for my birthday and I played it until I removed all of one lady's clothes. Then I showed it to my mum to see what her reaction would be – she laughed it off!
Andrew Lark, Flixton, Manchester.



. . . How dare you put that degrading advert *Psycho Pigs UXB* in August's ZZAP!. I am furious about it and will be complaining to everyone possible about it. I have bought all your ZZAP!s right from the start for my family but will never buy another one. It's getting worse and worse – no wonder there are so many perverts about.
Mrs. Leonard.

. . . I don't really mind it being there. It's worth a quick glance and a chuckle but that's all. Some Labour feminist is going to say I'll go out and rape someone. What a load of crud, what harm does it do? I shouldn't think a picture of Maria Whittaker standing over a messy dragon with a pair of spangles is going to entice someone to such an extent. How about a picture of Claire Hirsh again?
Andrew Bailey, Horsham,Susses.

. . . I am writing in reply to the letter on sex and violence in the August issue of ZZAP! The part about pornography I totally agree with, because there is no excuse whatsoever for pornography. But can you imagine if there was no violence at all in games – the software industry would become totally boring. Obviously games do not have to be violently orientated to be good, as we've seen with masterpieces such as *Spindizzy*, *Head Over Heels*, or *Matchday II*. But if there was no violence in computer software all new games would become repetitively unoriginal and (as I said before) boring.
Yours faithfully, Bart Pepper, Romford, Essex.

. . . As the software industry has grown, so has the need for high quality advertising. Only purists can say they never looked twice at Maria Whittaker on *Barbarian*. (I have the game poster in my room). The point is, this type of advertising draws interest to a product, almost in the same way as a licence

or arcade conversion.

But now sexual innuendos are everywhere, and this type of thing attracts the more subversive of us. I mean, it's good for a laugh isn't it? I may sound chauvanistic but until companies think back on all they have learnt in the past, things must stay as they are. They have to make a living too, you know.

And as for violence affecting us, who ran out cutting people's heads off after playing *Barbarian*, or beating up people with kicks and karate chops after playing many of the karate games currently available? Come on, hands up. Not many, are there.?

Now I know that may sound daft, but on a lower level, isn't it also a bit ludicrous? Games are written to enjoy in the house, to take you out of all reality only while you play the game. The real world is totally different, as 999 people out of a 1000 (you know who you are) are probably nice and safe, making baskets somewhere.

So come on, give us game players the credit we deserve, as some mags are making us out to be sword–waving, gun toting pirates. After all, we do buy the games!! Maybe more interaction with the public will give companies a better idea of what we really want. Who knows?
Andi Appleton, Liverpool.

. . . I opened Issue 40 to a very nice female spread semi-naked over two pages. After many hours spent ogling at her I managed to turn to page 4. Will we be seeing more of this gorgeous female advertising *Psycho Pigs UXB*, I hope so. Is the aforementioned game so bad they need to resort to pornography to sell it? Next thing ZZAP! Towers will be staffed by luscious naked Page 3 beauties. Yes! Yes!
Jonty, County Durham.

. . . (Issue 40) You asked for it Lloyd, saying that we (the punters) could and should stop pornography in software whilst you (the magazine) are publishing provocative and sexist advertisments (No, not British Rail, *Psycho Pigs* and *Barbarian II*).
Anonymous.

First off, we in Editorial didn't know that the Psycho Pigs UXB *ad was going to be placed until we received the finished version of the magazine, by which time it was too late to do anything about it. The space had been booked for a long time before that, and the ad arrived at the last minute. It's also unfair simply to criticise ZZAP! if you do criticise the ad, since it was spread across most of the major computer magazines.*

On a different note, a lot of people here think that the ad in question was on the tasteless side. As you can see from the review of the game in this issue, Psycho Pigs UXB *features no women in any shape or form (unless you count sows) so the content of the advert was not only potentially offensive but totally irrelevant.*

Obviously it's not going to turn every ZZAP! reader into a rapist overnight but there is a strong case for saying that the ad depicted women in a trivial and debasing light. After all, it didn't exactly invite you to think of the model as anything other than a mound of flesh – bacon, even.

I doubt that computer sexism will result in anyone mistreating women who wouldn't otherwise have done so but I'm not sure that its content was altogether desirable . . .

This debate is now closed. Unless, of course, you can shed different light on it . . .
LM

ONE BANANA, TWO BANANA, THREE BANANA . . .

Dear Lloyd,
'The Banana' Castleford, West Yorkshire should get his facts right before sending in these allegations (Issue 40) about the most precious of things: bananas.

OK Mr Banana, firstly I would like to say that so far as my pal here the leek and I could tell, bananas are pink. Yes, folks, that's pink, not yellow – pah.

I would like to pursue this matter further. Bananas are not called bananas because some lout said he'd call that yellow thing a banana. As everybody here on the renowned planet Vegetable Garden knows, the word is derived from the Latin word for a shovel, Bananus. So that's about it really Mr Banana.
New Potato, Cabbage Row, Leeds, Pink Bananaland.

. . . Bananas. What an interesting subject it is and it must be said that The Banana from West Yorkshire really knows his stuff because he's right about everything except one point. The Banana is called the banana because the African natives called it the fruit of the half moon and that, my bananologist friends tell me, translates back into African as Banana. The African who said this may well have been amazing but he most definitely didn't say 'I'm going to call that yellow thing a banana' he said 'Ugh! I'm going to call that yellow thing the fruit of the half moon' so there.
Prof Banana Andrew Davison, Claverley, Wolverhampton.
PS I send my regards to The Banana, we must get together and talk shop sometime.

. . . I am writing with a sense of urgency, so urgent in fact, that I have had to let my goldfish go cold. Oh well, I suppose I can warm it up and have it later. Where was I? Oh yes, issue 40, the letter from the Banana. I feel he has left out some important facts about the fruit I love. They are as follows:

3. Bananas do not live in trees or eat pencils.
9. Bananas cannot be grown in vaseline.
7. Andrex puppies do not smoke bananas or go to Gateshead on their holidays.
63. People who shave off their leg hairs and stick them to their foreheads with egg white do not eat bananas.
72. Cars run on custard.
35. Banana does not rhyme with tree stump and is not an anagram of Pink Floyd.

Well there we are folks, sorry to finish on the pineapple chunks, I mean the politics, my name's yellow, curvy fruit person good night! Now where's the cat – I'm feeling peckish.
YCF Person, Worthing.

I was on to a good thing once with a purple banana back in '63. Everything was going really well until I suggested we forget the party and split . . . I've never seen a really purple banana since.
LM

PORKY PIRATES PEN PICAROON PROSE

Dear Lloyd,
No piracy equals less hardware sales equals higher hardware prices equals higher software developments costs equals higher software prices equals less hardware sales, etc. Computer magazines help keep prices high by giving cheap but by no means cheap software the name budget and then reviewing it separately from the Assault-On-Your-Bank-Account-Software. Then there's also the question of the objectivity of a compu-magwriter who has the luxury of being able to play an average of more than one new free game a day.
Branko Collin, 5925 BH Venlo, Nederland.

. . . I'd just like to say something about piracy. Now gradually the 64 industry is fading. OK, so there's not much we can do about it, or is there? You see, when a mate comes up to me and gives a sob story about the 64 going out, I'll listen. Personally, I love the machine but isn't that the same mate who owns a back-up cartridge, two original games and 1000 copies? Yes it is the same mate. Let's imagine, Lloyd, that you programmed a game that was good and you were going to sell your original copies for £7.99 to your friends before you had the game officially in the shops, and one of your mates buys the game and makes 100 copies and sells them for £1.00 each to your other mates. I hope you don't mind me using your mates but it's just an example, Lloyd, the software house, mates the public.

Anway, Lloyd if this happened wouldn't you want to give up? Maybe, maybe not, but what I'm saying is software houses must have a lot of patience. I mean if I was in charge of a software company and I was being ripped off for thousands I would consider giving up altogether.

Maybe I'm blowing it up out of all proportion, I don't know? But my message to all those hackers and pirates is stop! Throw those copies away, use those cartridges for what they're really for and start buying originals. I doubt anyone would do this, but if they did the 64 might last longer.
Chris Payne, Southampton.

. . . Thank you Terry L for your views on piracy. It only confirms my view that the death penalty should be brought back.
James Godfrey, Aylesbury, Bucks.

. . . The writer's view is a pathetic attempt to justify piracy. If his view was correct, ie. that fewer people would have bought CBMs if it wasn't for piracy, what about when we all went out and bought our old Atari 2600 games consoles all those years ago?

We had to pay £25-30 per cartridge yet they were extremely popular when piracy was impossible. My point is: pirates are thieves and no excuse can be made. They complain about prices, but if they stopped piracy maybe prices would come down.
Anthony Arthurton, Norwich, Norfolk.

Less piracy wouldn't necessarily mean less hardware sales. For a start, the software companies wouldn't be losing as much money so they wouldn't have to make such a ginormous assault on your savings. As the continuing popularity of consoles like the Sega and the Nintendo show, more than enough people are still prepared to fork out they hard-earned dosh for games nobody can copy. If you don't pirate, it might mean that you can't afford to buy every game under the sun but then who wants to? You'd never have time to play them all.

Whichever way you look at it (even upside down) piracy is depriving the software industry, largely comprised of programmers only slightly older than the average ZZAP! reader, of millions of pounds every year. And whichever way you look at that, it still remains a crime.
LM

A POIT RIGHTS

Dear Lloyd,
In times before
when computers were little more
than a box and a paddle called 'Pong'
the people grew weary
and the magazines dreary,
we all pondered on where we'd gone wrong.

To the programmers' delight
new machines shone bright
with an enormous 4 kilobytes to squander,
Space Invaders would appear
and the multitudes did cheer,
"Hooray, of this game we're fonder."

ZZAP! 64 soon came
and it drew worldwide acclaim
with readers from a full range of ages,
from its comprehensive reviews
to its informative news
which abound in the colourful pages.

Now 16-bit is the rage
with the Amiga at centre stage
and in ZZAP! Amiga Action is of interest
with all this and more
in ZZAP! 64
it's no wonder that your mag is best.
Derrin Proctor, Mudgee, Australia.

Thanks for writing to the Rrap
But I think your poem's a load of crap.
LM

I've spent so long reading through all your letters this month, that I'm just a teensy tad behind. Yup, Lloyd Mangram, normally the most efficient, punctual, charming, witty (get on with it – Ed) contributor, has won the dubious accolade of being the last person to write the very last word that goes in the magazine. Gordon is gesticulating wildly from across the room (I can feel the floor shaking already) urging me to hurry up, Paul the pixie is rattling his Blue Peter teacup in impatience and Maff – well Maff is such a cool froody dude that he's already gone home for a fix of them old Brylcreem. As for me (yes, all right I'm nearly finished), I could go on for ever about . . . well, about Paul's penchant for parachutist underpants, Gordon's suitcase-full of fudge and Maff's incredibly clever synthesiser – but I'd better leave it up to you. Send your views, news and banas to: LLOYD MANGRAM, ZZAP!RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.

YOU START WORKING FOR MONEY.





TAKE 'EM ALL ON...
IT'S THE ONLY WAY TO LIVE!
Screen Star
Target Renegade is hugely entertaining and ample justification for a sequel ...it develops the theme and develops the game play no end on the original...Each man is four sprites ...all beautifully drawn with great comic touches. The dog is quite wonderful. Commodore User
TARGET; RENEGADE
PCW GAME OF THE WEEK
Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the readies. PCW Game of the week
WAKELIN.
Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter – this is target Renegade – if it moves, it hurts!
CASSETTE
SPECTRUM
AMSTRAD
£7.95 EACH
£8.95 EACH
SPECTRUM
COMMODORE
imagine
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ZZAP!



◊ ENTER THE ◆ THE ◊ HARLEQUIN

Using my in-built heavenly charm this month, I found myself face to face with God and ended up helping him locate his missing golden eggcup. While in sleuthing mode I journeyed to french France where I strove to solve the case of the superb Mortville Manor *on the Amiga. Neither appealed to my sword-wielding instincts, but both are impressive, and deserve the attention of any self-respecting adventure games player.*

THE QUEST FOR THE GOLDEN EGG CUP

Mastertronic/Smart Egg, £1.99

God wears a turban and slippers! This is not a headline from the Sunday Sport but a fact gleaned from the new adventure by Mastertronic/ Smart Egg Software, *The Quest For the Golden Eggcup*. Nigel Brooks of *Rigel's Revenge* fame developed and helped write the game, so hopes were high as the datasette began transmitting.

I was instantly amused by the loading game and its accompanying music (courtesy of Rob Hubbard) – although only a basic rendition of *Space Invaders* it kept me busy for the short time *Eggcup* took to load. I normally don't stoop to playing arcade games but it was either this or polish my boots – which I usually do stoop to do.

Whilst strolling along the M25, an irresistible urge overtakes you to step out in front of a speeding C5 (is there such a thing?). You subsequently die (probably of embarrassment) and find yourself in a heavenly Golden Temple. Even before you have time to begin your rendition of 'Open up them pearly gates', God appears amid the traditional but rather showy flashes of soul-searing light and plumes of spirit-lifting smoke.

He informs you that one of his servants has stolen his Golden Eggcup (crime in heaven?) and he charges you with finding it. Should you be successful God promises to reincarnate you – just in time for the start of World War III – if you fail he threatens to turn your soul into an egg which he will then poach and eat. How can you refuse?

Beginning in the Golden Temple, a thorough search of the surrounding area reveals many an object to ponder over and an intriguing hole in a broken fountain. This hole does not allow you through if you are carrying items. The solution is fairly simple and belies the difficulty of the problems to come.

Once through the hole and at the base of the beanstalk the number of accessible locations becomes few. The problem seems to be the Guard outside the hut. To get past him you need to render him a has-been (or should that be 'have beans'!). Once inside the hut (hopefully armed with the dead Sherlock you found on the train) the only way to progress is down – dark steps lead to the inevitable maze, an elusive bird and a fascinating stone chair.

Graphics abound; every location has an instant, attractive picture to accompany it, helping the sparse text descriptions build atmosphere. Largely reacting only to verb/noun input, any shortcomings from the parser are negated by the logical, intelligent, user-friendly style of writing. Humour, much like the big 'G' himself, is omnipresent and is used in such a way as not to anger those of us who may have a religious bent. Limited interaction is possible with the characters who roam around heaven, and although hardly original (Dandalf and Thoron for example) their intermittent presence brought the odd smile to my usually snarling mouth.

▼ Why should anyone guard a tiny hut so ferociously? There's obviously something worth having inside



Rigel's Revenge has gone down as one of the best budget adventures ever, I think *Eggcup* will follow its success. Une oeuf said!

ATMOSPHERE	76%
INTERACTION	73%
CHALLENGE	74%
OVERALL	75%

MORTVILLE MANOR

Lankor, Amiga £24.95

Lankhor are a French company who until recently have specialised in arcade-type software. This, the beginning of a promised series, is their first crack at adventure games.

Putting you in the guise of Gerome Lange PI, *Mortville Manor* has you revisiting an old house which, as well as being full of memories for you, hopefully holds the key to the mysterious death of your good friend, Julia Defranck.

On arrival at the manor, the butler answers the door, takes you to your room and informs you of meal times and the service that takes place in the chapel everyday at ten. Once alone in your room, exploration of the house may begin. However, stealth and discretion are required at all times as other inhabitants may become suspicious of you if you ask the wrong questions or if they discover you in areas of the house you should not be in. Either of these events is sufficient to end the game in failure.

The corridor outside your room is elegantly carpeted with many doors leading from it. One exit is particularly interesting as it leads to a little-used room which hides many intriguing and useful items. The kitchen, Library and Dining Room all hide clues for you to find and understand.

Exploring the area immediately surrounding the house is a dangerous occupation while the snow storm still rages – an icy death awaits should you wander too far into the wilderness. The stone well (which may be accessed using the rope found in the aforementioned little-used room) is also very dangerous and it is not wise to dally in its depths.

However interesting wandering the house and its grounds may be, the heart of the game is in questioning and interrogating the other characters. The more you find out about your surroundings the more subjects you can question suspects on. Being in the right place at the right time helps, I suggest you do not miss meal times as everyone gathers . . . just waiting to be asked questions.

Even though *Mortville Manor* has been written by a French company, translation problems are rendered minimal by the fact that the game is menu driven with most game replies spoken. All speech may be repeated so that if you are having trouble with the Amiga's French accent you can listen again and again until all becomes clear.

The menus (displayed at the top of the screen) are DESK (a reminder of the authors) INV (objects carried) MOV (to move around) ACT (a choice of actions such as Examine, Get or Read), SELF (actions which relate to yourself or items carried) and DIS (the persons present with whom you may converse). When conversation takes place the screen displays a list of the topics available; however, their existence does not necessitate an answer from an unwilling party.

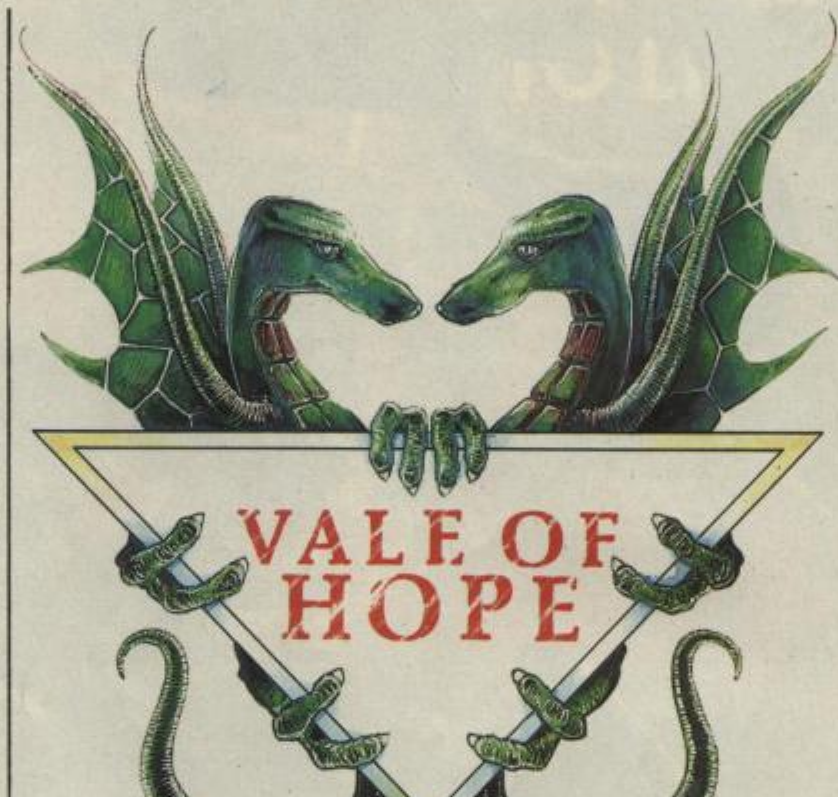
The main area of the screen is taken up by attractive graphics the contents of which may be pinpointed with the cursor (via the mouse) and interacted with – examined, opened, taken, etc. A clock to the right of the screen displays the time, and a brief text description of the present location adorns the very bottom of the screen. Effective music and suitable sound effects accompany many locations and events.

An unusual adventure in its implementation, *Mortville Manor* is a masterpiece of intrigue and puzzle solving. Although the other characters' reply of 'You are too curious' is heard far too often the game is a must to play and play again until the mystery of Julia's death is solved. Then there's the theme tune . . . play it again Jean Paul.

ATMOSPHERE	86%
INTERACTION	82%
CHALLENGE	87%
OVERALL	86%

▼ **Keys, but which doors do they open, and what perils lurk behind those doors?**





LORD OF THE RINGS

MELBOURNE HOUSE

SOLID SOLUTIONS

Last month I left you at the beach having just acquired a scroll from Radagast. Make sure your companions read it (drop it first) as they all need to know the magic words written thereon. Farmer Maggot's house is your next destination and as the Black Riders lurk on the east/west road it is better to take a different route. With your friends following go NE, SE, SW, SW, S, E, SE and E to the farmyard. If you spot any Black Riders en route, Wait a few turns before crossing the east/west road. The farmer's dog prevents you moving to the house, wait a while until farmer Maggot appears, answer his question truthfully and 'Say To Maggot "Frodo"'.

Go N from here to the house, be civil and wait a few turns to be rewarded with a meal. Put it in your backpack and leave. Travel S and E to the edge of the forest. Go N to the western bank of the river then E three times along the dreaded east/west road across the stone bridge, then go S to the Wide Glade in the forest. Should you meet any Black Riders you're probably in trouble as I refuse to tell you how to deal with them, except to say: remember the green jewels and what you read on the scroll, Heh Heh! The forest is enchanted consisting of eight locations made up of moving trees. Finding them is achieved by staying in one place and typing 'Look' until the trees have moved back to their original positions to reveal all possible exits. Do the same in all the forest locations.

At the Gloomy Place get Sam to climb the tree – he will not only return with a Gem but information on what he saw of the surrounding area. To exit the forest go NW from the Grassy Place. S from the Bear Hilltop takes you to a path along the river. From here the exit is NE, however, the willow tree in the next location has a tendency to swallow Hobbitssesss. Give Pippin some food to build up his strength and send him NE. Now go NE twice to Tom Bombadil's house and say "Hello" to gain a meal.

Get rid of your friends and, alone, travel E across high country, through a Barrow entrance to the plant. Take it and examine the pot to reveal another green jewel. Proceed E until you reach a Large Room with four swords and a Barrow–Wight. In order to pick up the swords and safely leave the location two conditions need to be met: (1) you are alone and (2) wearing the ring to render you invisible. Go E to outside the Great Wooden Gates of Bree where you should be reunited with your friends. What a pleasant scene to end on . . . till next month.



More hints and tips for the wimps who can't finish a game single handed.

Football Frenzy (Alternative Software): In your office search yourself and sell what you find to the ticket tout.

Rigel's Revenge (Mastertronic/Smart Egg Software): Shoot the sewer monster with the flare gun.

Red Moon (Level Nine/ Mandarin): At the start of the game go E and dig. Say 'Obis' to open the sarcophagus.

Imagination (Firebird): Tiptoe across the bridge. Carry the hot coals in the fire bucket.

Tower Of Despair (Alternative Software): Pray at the altar.

Redhawk (Melbourne House): Give the tube to Lesley.



Welcome to the Harlequintessential clever contacts . . . Those who give to aid others. Should you require a written answer from the contacts, please include an SAE with your plea.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, FIfe KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Koboyashu Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one).
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild Of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Castle of Terror, The Hobbit, The Hulk, Mindshadow, Holy Grail, Redhawk, Snowball, Subsunk, Twin Kingdom Valley, Voodoo Castle.
Jeff Gillan, 50 Tynedale Crescent, Penshaw, Houghton–Le–Spring, Tyne and Wear, DH4 7RP.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, St. Peter's College, Saltley, Birmingham, B8 3TE.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim, Cricket Crazy I.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP. Tel: 0742 656328

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire Of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest For The Holy Grail, Lord Of The Rings, Price Of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Pludered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

MANOEUVRES

With Philippa Irving

Get down and groove with PI the GI, this time donning a cloak in Skara Brae with Bard's Tale III **and treading more common ground in SSG's American Civil War simulation . . . (Who writes these intros?)**

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR II

SSG/EA, £18.95 disk

SIZZLER

Decisive Battles of the American Civil War Volume Two is a most businesslike title, promising a solid and no-nonsense historical simulation for the serious battle re-enactor. The software comes packaged in a card folder identical to that of *Battles in Normandy* and *Russia*, with a high-quality colour map of the five battle sites and a chunky 48-page rulebook. Trimmings are cards depicting flowcharts of the game, design and start menus and a strip of pre-printed game save disk labels. The physical components offered for the price give an impression of value.

It concerns itself with five important battles from the middle years of the war, from Gaines Mill in June 1982 to Chattanooga in November 1863, and includes a two-part recreation of the three-day Gettysburg battle, the turning-point of the war. Doubtless Volume Three will follow with the closing stages of the war.

Despite a considerable quantity of closely-printed words in the rulebook, and a full summary of the background to and historical course of each featured battle, there is no explanation of the circumstances behind the American Civil War itself. This is an unfortunate omission in a game with such a thoroughly historical approach, and the battles are difficult to put into context without a basic background. The designers of *Decisive Battles* tend to assume a reasonable knowledge of the American Civil War on the part of the player, although there is a brief general introduction.

The first scenario in Volume Two is the battle of Gaines Mill, which took place on the 27th June 1962. The background notes begin 'During McClellan's retreat from Richmond . . . ' Who is McClellan? Which side is he on? What happened at Richmond? Where, indeed, is Richmond? Independent research on your part is certainly needed to make the most sense out of these scenarios, and to put the excellently detailed accounts of the battles into context.

The battles are recreated on a large scale, in both time and space. Turns cover a single hour, and map hexes contain individual buildings. The fighting units are divided into Corps and subdivided into Brigades, though the structure of command is not really spelled out in the rulebook and it takes a bit of searching and deduction to make sense of it. Anyone unaccustomed to SSG games will realise as soon as they glance through the rulebook that they will have to be prepared to invest a fair amount of time in studying the orders structure. There is a tutorial which takes the player through the first turn of the 'Gettysburg' scenario, but it is not sufficiently explanatory to allow you to carry on with the rest of the game with confidence.

A series of branching menus deal with orders, information and game options. There are a few choices to be made before the start of play. Six scenarios are offered: Gaines Mill, Stones River, Gettysburg Part One and Two, Chickamauga and Chattanooga. Given the precise historical details and the large scale of the simulation there is no option to string these together into a 'make up your own Civil War' scenario, but there is an amazingly comprehensive facility to edit them out of all recognition. Historically sensible variations are suggested in the rulebook, but every aspect can be altered and – with a graphics editor facility too, that allows you to redraw map icons and units pixel by pixel – *Decisive battles* effectively doubles up as a wargame construction kit, more flexible and thorough than the SSG *Wargame Construction Kit* reviewed last month.

The game can be played with or without hidden movement, and with or without radio contact. There was, of course, no radio contact between brigades on the field and the army HQ in the 1860s, and the commander did not have X-ray vision either; for an authentic atmosphere, 'exposed' and 'radio' should be left unselected. The player can choose to give a slight, minor or major advantage to either side, and in addition can select the 'enhanced' option which gives the computer-controlled forces bonuses for a really difficult game. Finally, the player can decide whether he wants to lead the forces of the Union North or the Confederate South.

The screen display is not particularly artistic, but the map is supplemented by the supplied map, and an option on one of the menus allows access to a wide variety of information about each hex. The 'map hex' feature calls up the cover value, movement point cost and 'line of sight' value of each feature. Many of the hexes contain individual named buildings. This single cursor-controlled facility also displays full statistical information about friendly brigades, which is as extensive as you would expect in a detailed wargame of this kind.

Liberally dotted about the landscape, and flashing on and off to make themselves conspicuous, are the 'objectives'. These are the all-important strategic hexes whose capture means success, and which make the gameplay of SSG wargames characteristically more realistic than others which calculate the winner in terms of dead bodies. Combat losses are taken into account in the final summing up stage, but the number of victory points gained from capturing and holding objectives are more important in determining the outcome. Each objective is worth a certain number of victory points per turn, and a bonus may be awarded for holding it at the end of the game. It usually does not become active until some turns into the game, and may cease to be important after some turns more. There are even a few objectives which yield no victory points at all; perhaps they are included simply to indicate strategically useful positions to the player.

Combat is handled automatically by the computer in two 'attacked' and 'defender' phases, but although the unit that the player's brigade will attack is selected by the computer it is possible to predict which this will be. The rules governing combat are fully explained in the games system section of the rulebook, which also gives the formulae affecting sighting of enemy units and communicating with friendly units without the benefit of the 'radio' option.

An atmospheric touch is the leadership profile menu, which allows the player to choose how brave he wants his army commander to be. By selecting the 'heroic' option the leader throws himself into the front line, personally encourages and cheers on the troops, and exposes himself to the danger of being killed. At the other extreme 'cautious' commanders will hide in the barracks. Most of the time the commander will be 'sensible', and incur the normal 2% risk of death or injury.

PRESENTATION 94%
Superb packaging and physical components, and a branching menus orders system that combines complexity with ease of use.

GRAPHICS 60%
Not very inspiring.

RULES 90%
Copious, with game mechanics thoroughly explained, but confusing for the player who wants to make a quick start. The tutorial chapter is not as helpful as it could be.

AUTHENTICITY 92%
The individual battles are obviously well-researched, and reproduced on the screen with statistical accuracy.

PLAYABILITY 88%
Quick and compelling.

OVERALL 90%
Another top quality wargame from SSG, offering undoubted value for money.

STRATEGY

BARD'S TALE III – THIEF OF FATE

Electronic Arts, £19.99 disk



In days gone by parties of computer adventurers were invited to take up their +1 swords and their mandolins and slash and sing their way around the precincts of Skara Brae in search of treasure, experience points and the chance to rescue civilisation as they knew it from destruction. The depressing thing about such computer-confined ultimate quests is, as any seasoned adventurer will know, that as soon as they've saved the world, the software house brings out a sequel to reveal that their efforts were in vain and another evil megalomaniac threatens to take over again.

Skara Brae features once again in *Bard's Tale III*, which must make it one of the best-known metropoli in computer fantasydom. But, alas, it is not the city it once was. Hours after the end of *Bard's Tale II* and the defeat of the evil Mangar, his superior the Great God Tarjan turned up to put a stop to the party. If the bard's compositions were anything like the doggerel ballad that opens *Bard's Tale III* it is hardly surprising that he razed the city to the ground, unleashed foul monsters, and closed down all the businesses. Skara Brae is nothing now but a smoking ruin, echoing with Tarjan's threat to march onward and conquer the other Six Cities of the plain and then to devastate Life Itself.

Four blank disks and about two and a half hours are needed before you can begin to play, to go through the arcane ritual of Copying Ye Master Disks. I've said enough on this subject in the past. I suppose it's necessary, but must it be so infuriatingly slow?

Before setting out to put the world to rights the player must assemble a party of up to seven characters. There is a readymade party already available, equipped with some experience to let you into the game quickly. But character creation is not a particularly complex or time-consuming business, and I found it more interesting to make up my own heroes. Character generation follows traditional D&D lines. There are seven character classes, including hobbits, half-orcs and gnomes, with the usual pluses and minuses on certain characteristics. The attributes are Strength, Intelligence, Dexterity, Constitution and Luck. Strength seems to determine how much damage a fighter does when hitting something, Dexterity decides the character's place on the initiative ranking in combat, Intelligence limits the number of spells that a magic-user can know, Constitution represents hit points. Instant re-rolling is available if you're not happy with the attributes.

Bard's Tale III is particularly rich in character classes. There are 13 altogether, though only eight are available to starting-level characters. Although there are two types of first-level magic-users – magicians and conjurors – and four types of fighters – warriors, paladins, hunters and monks – character advancement is very much magic-orientated. The five advanced classes add to the character's spell ability, and most require mastery of large numbers of spells. An important character to have is a bard, for he starts off in effective possession of six spells; twice as many as a first-level magician. His ultimate abilities are, however, limited to eight tunes and advancement only means that he can play more of them before having to stop for a drink.

Magicians and sorcerers get a 'level' of spells, three straightforward and not very dangerous pieces of trickery. At first level, the magic-using characters seem weak. As they advance they become very powerful. A seventh-level Archmage can cast Mangar's Mallet and inflict up to 800 points of damage in a single blow.

Level advancement depends on gathering experience points and presenting yourself to the Review Board in Skara Brae. This was once a venerable academic institution, and now, though it is one of the few places in the city left standing, is manned by one mysterious, quest-dispensing Old Man. It still performs its original function by granting promotion to characters worthy of it. The number of experience points needed to gain levels is not made clear in the rulebook.

The party begins the adventure not in the old Adventurer's Guild in the city, but in a refuge camp set up in the wilderness outside. The Guild was one of the casualties of the blitz, but the refugee camp is just as useful for creating and deleting characters and assembling parties; parties can be saved onto the character disk under a collective name. Near the camp is the Scrapwood Tavern, a place to buy the alcoholic take-aways essential to keep the bard oiled and to pick up rather unexciting rumours.

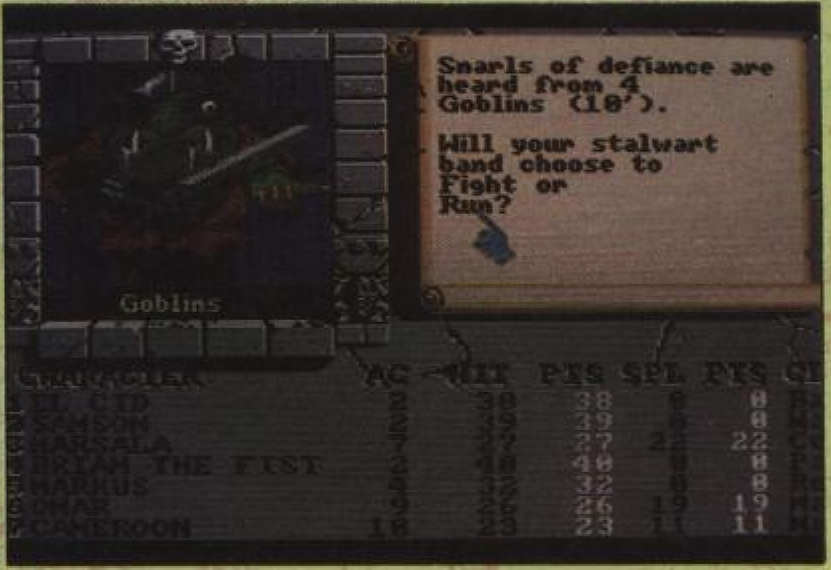
The screen display is very polished and visually attractive. The characters are clearly and permanently listed at the bottom, with their essential attributes and hit points displayed. The upper half of the screen is divided into two panels, one for messages and one for the small three-dimensional visual display that is the player's window into the world. *Bard's Tale III* is unusual in having no overhead views of wilderness, swamps and forests. After a bit of practise it is not difficult to judge the proximity of trees and buildings, and to map in the conventional 'one bit of terrain to a square of graph paper' manner. The message window helps by indicating the facing direction, and there is also a very useful 'automap' facility which tells you how many paces east, west, north or south you are from a central point; the refugee camp in the wilderness and the city gates in Skara Brae. One confusing feature of the wilderness is a wraparound effect – go far enough north and you end up coming back up the map from the south. When this is taken into account the wilderness around Skara Brae turns out only to be 20x20 graph paper squares large, and is quite easily mapped by those who have tackled *Doomdark's Revenge*.

The catacombs of the temple is one of those bedsit dungeons with unpleasant monsters camping out in every room, treasure to be found and magic items to be picked up. The Old Man in the Review Board tells the party to go down the dungeon and kill someone; when that task has been accomplished he will tell them their 'real quest'.

Random encounters occur with the usual monotonous regularity. Combat is fast, efficient and accompanies illustrations of the monsters being fought. At the start of each round the player can choose whether to stay and fight or run away, and then the individual actions for characters who can attack, defend, or cast a spell or sing a song if appropriate. Only the first four character in the marching order can attack, so it's worth putting your best fighters up front. The results of combat are then scrolled on the message screen.

Bard's Tale III is extremely professional in its presentation; far more so than its overhead view SSI equivalents, which have a scrappy and underprogrammed appearance in comparison. It is clearly a game which demands that the player puts in a lot of work in mapping and noting down clues; character advancement is well-structured and offers a real incentive to move up levels with the juicy, powerful spells available to high-ranking mages. Quite a lot of the interest of the game can be centred on this rather than the plot. And it seems that there's a vast wide world beyond Skara Brae, though gaining access to it will be a long process.

▼ Is it worth getting into a fight with some thick-skinned Goblins just for some experience points?



PRESENTATION 91%
Superior to most RPGs, with an attractive on-screen appearance and an easy to operate keypress order system.

GRAPHICS 89%
Convincing 3D window effect.

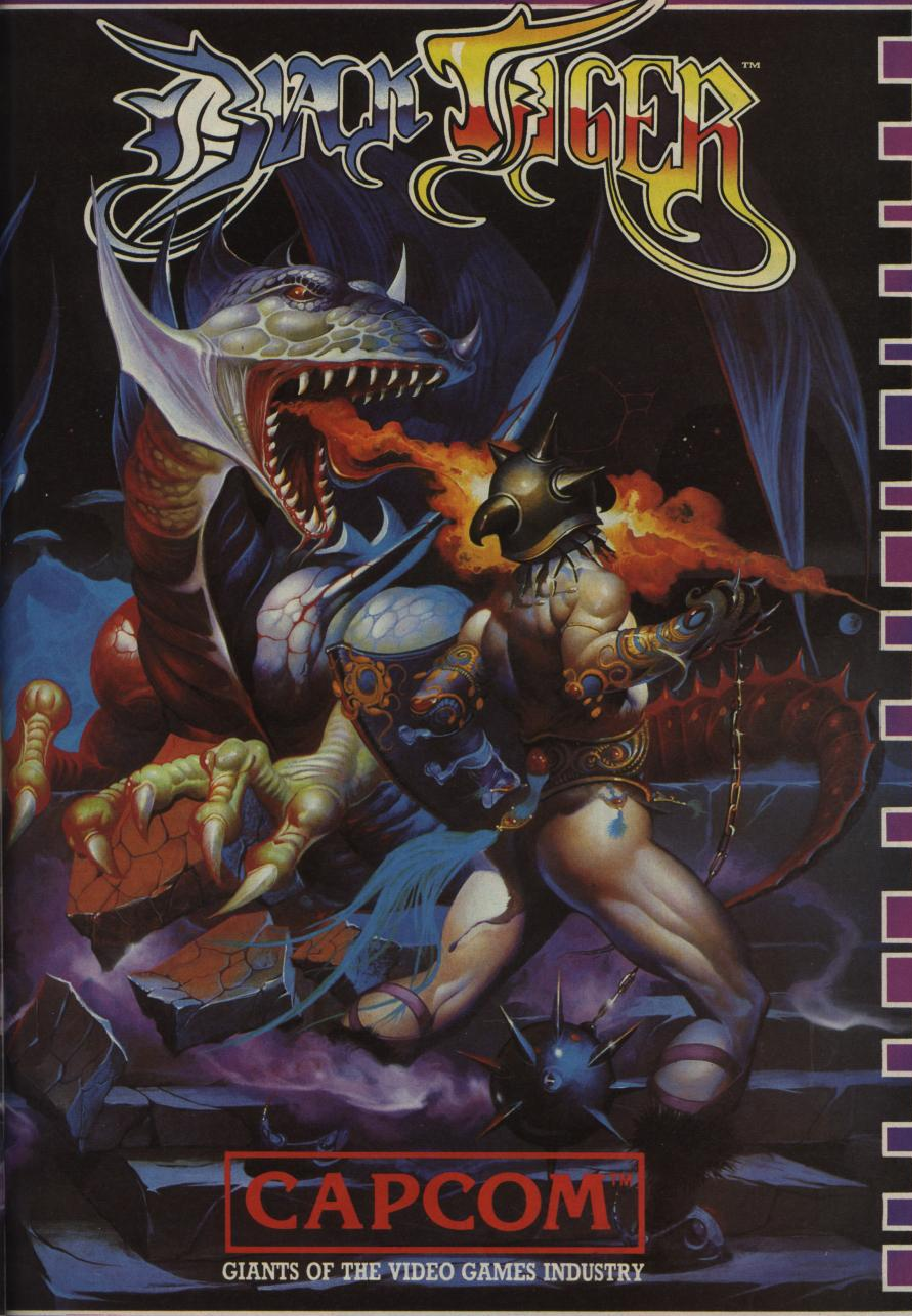
RULES 70%
Adequately explains the rules, spells, classes and other mechanics, but is short on inspiration beyond the usual dreadful 'dying message' paragraph.

PLAYABILITY 84%
Entertaining and smooth once you've worked out how to move about in the landscape.

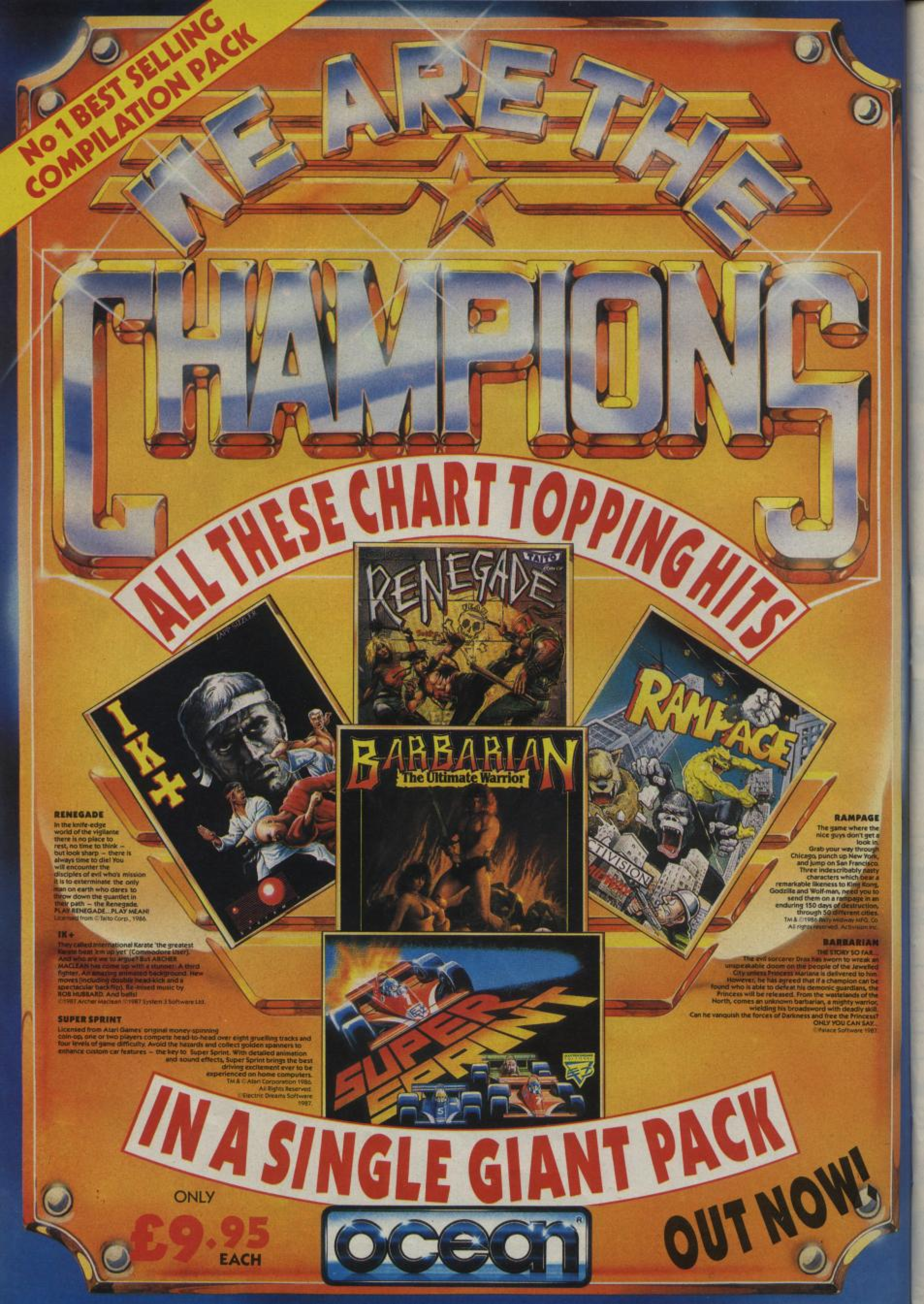
OVERALL 81%
A classy product, of particular interest to mapping fans, without the imaginative scope of *Wasteland*.



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PG's TIPS

Oops! If I can just wade out of this pile of concerned letters and unglue my ear from this telephone, I'll apologise for the awefull mistaek inn the Elite hack of a couple of months back. Someone must have slipped me a Mickey or spiked my Pepsi with peanut butter or something. Anyway, as a special consolation to all those who suffered headaches, neuralgia and sleepless nights, I'm reprinting the corrected listing and the original Elite POKES from Issue 7. There, how's that for service?

Anyway, onward and upward, as the actress said to the bishop. This month's heap of hints, hacks and huther things includes the second of Martin Pugh's Multipoke listings, maps of Great Giana Sisters, Bruce Lee and Pac Land and tips and a map for Incentive's Dark Side. If you've sent in a tip or hack but haven't seen it in print yet, don't give up hope – you could be next. And let's not forget that there's THIRTY WHOLE POUNDS' worth of software for the month's best contribution; *and* from this issue we'll also be giving away a £20 SOFTWARE VOUCHER to whoever supplies the best map of the month, so budding cartographers get your pencils sharpened and your graph paper ironed!

Right, that out of the way, we can get on with the tips . . .

MARAUDER (Hewson)

Not one of Hewson's better games methinks, but it's not totally without appeal, and if you number yourself among its fans, you might like to have a go at the game with cheat mode switched on. According to The Cheat King of London all you have to do is press the Commodore key, Q,Z and the space bar to be greeted with the message 'CHEAT ON' and no collision detection. Great stuff!

BIONIC COMMANDO (GO!)

A fab game I'm sure you'll agree, but not awfully easy, so it's lucky that you have someone like Martin Pugh of Holywell in Clwyd to help you out. Infinite lives and time can be yours just by typing in this listing and RUNning it.

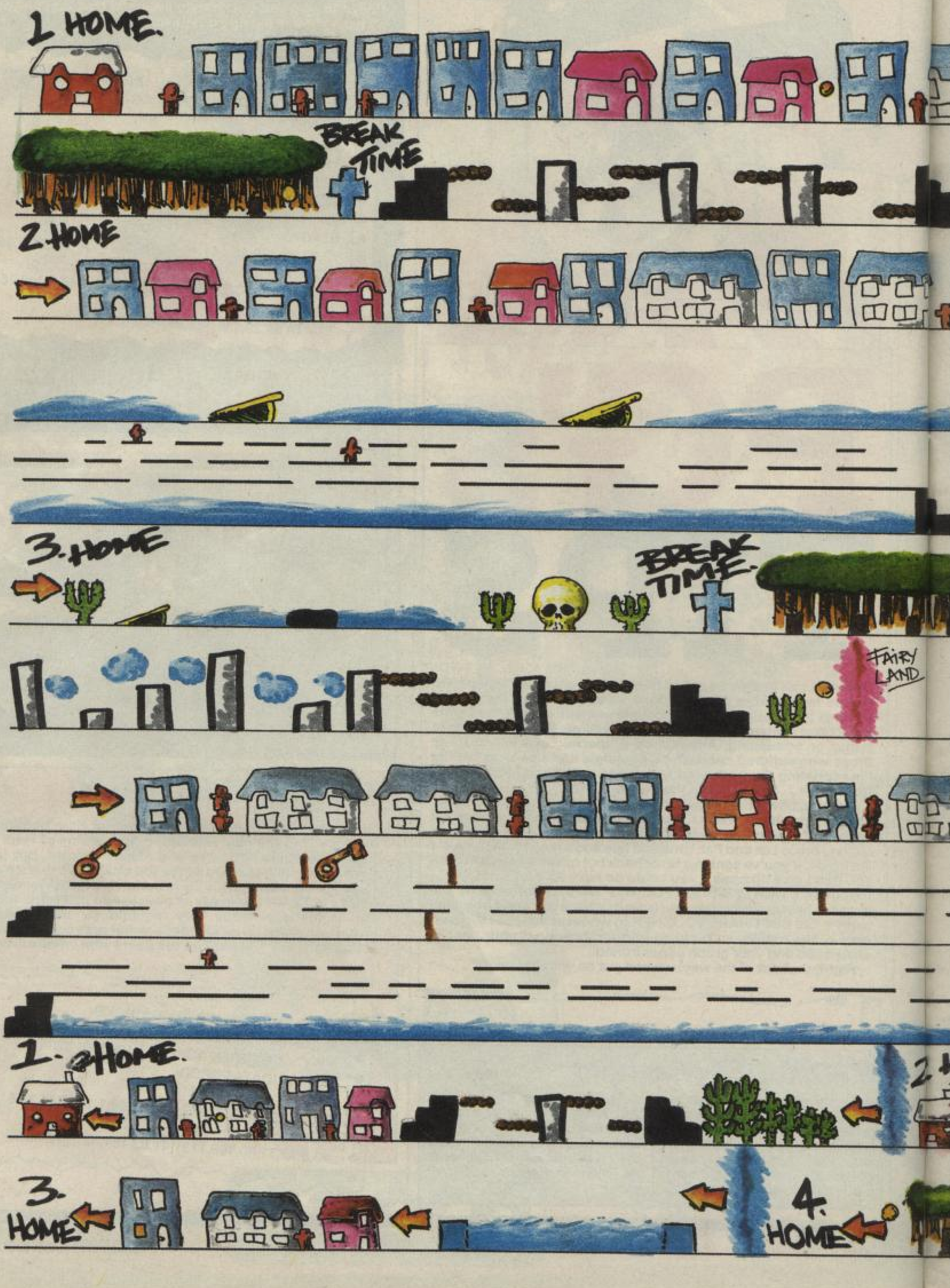
```
0 REM BIONIC COMMANDO CHEAT BY H M PUGH
1 FOR X=525 TO 580:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=5093 THEN POKE 157,128:SYS 525
3 PRINT 'DATA ERROR'
4 DATA
32,86,245,169,24,141,208,8,169,58,141,209,8,76,1
6,8
5 DATA
72,77,80,169,45,141,40,16,169,2,141,41,16,76,0,16
6 DATA
169,58,141,183,3,169,2,141,184,3,76,168,3,169,16
5,141
7 DATA 94,29,141,188,86,76,0,5
```



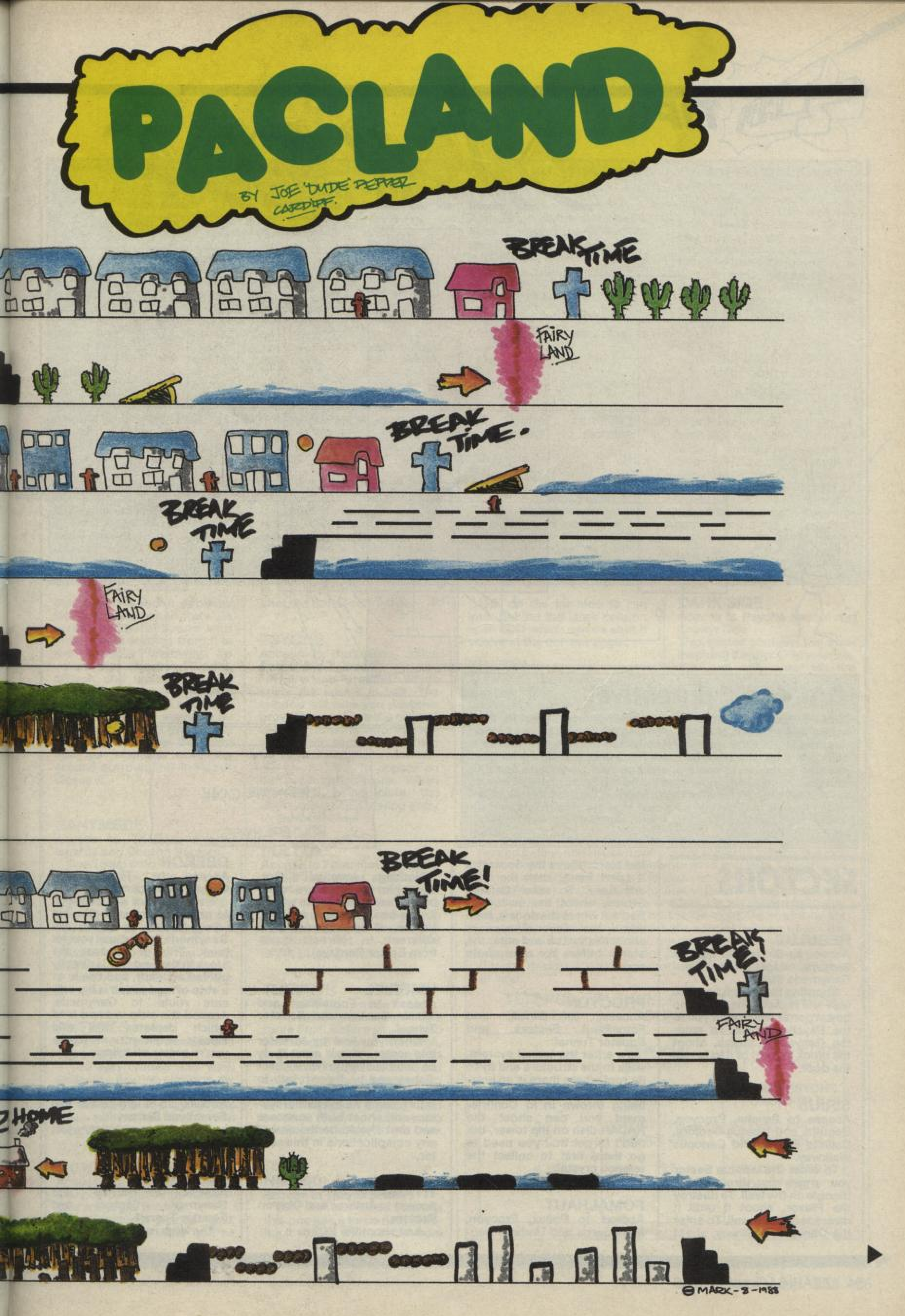
SPY HUNTER (US Gold)

To my mind, there are few things better than burning up the highway (and the cars thereon) to the strains of Peter Gunn in this golden oldie. If you're of a similar opinion, but find your tyres are getting slashed a little too often, give this small Martin Pugh listing a bash. POKES have been printed for Spy Hunter before in ZZAP! but loads of people had problems with them, and in my experience they required an unstoppable reset switch. Any road up (gosh, that's rather appropriate), type in the listing and RUN it to load up the game with infinite lives.

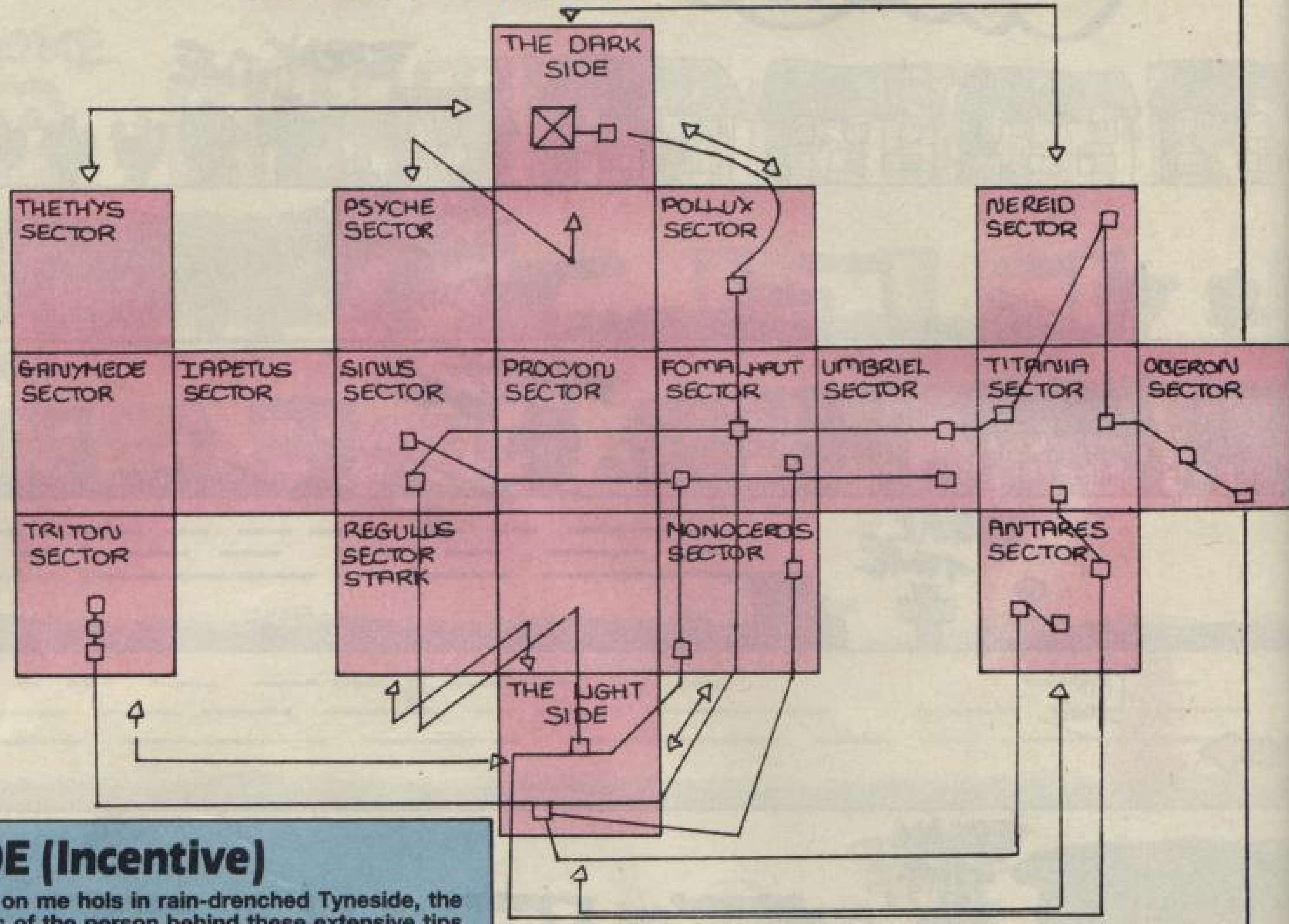
```
1 FOR X=320 TO 347:READ Y:POKE
X,Y:C=C+Y:NEXT
2 IF C=3099 THEN POKE 157,128:SYS 320
3 PRINT 'DATA ERROR'
4 DATA
32,104,225,169,83,141,243,3,169,1,141,244,3,76
5 DATA
13,8,72,77,80,169,173,141,63,154,32,132,255,96
```



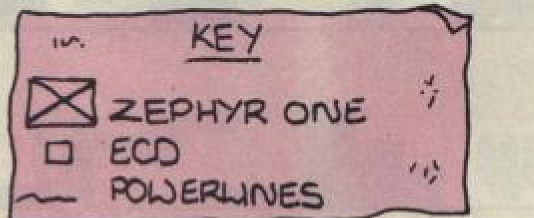
1 HOME.
BREAK TIME
2 HOME
3. HOME
BREAK TIME
FAIRY LAND
1. HOME.
3. HOME
4. HOME


PACLAND
BY JOE 'DUDE' PEPPER
CARDIFF.
BREAK TIME
FAIRY LAND
BREAK TIME.
BREAK TIME
FAIRY LAND
BREAK TIME
BREAK TIME!
BREAK TIME!
FAIRY LAND
HOME
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DARK SIDE







DARK SIDE (Incentive)

While I was away on me hols in rain-drenched Tyneside, the name and address of the person behind these extensive tips and the DARK SIDE map were abducted from the POKEs file, which is a bit of a blow because he, she or it is tipster of the month. So, whoever you are, send us your particulars and I'll put the £30 software voucher in the post (and no sneaky claims – I'm going to be checking hand-writing!) Oh, and thanks also to Ian Andrew of Incentive who sent in some official tips (and a rather nice Dark Side key ring – who says we're above bribery at ZZAP!? I do – Ed).

SECTORS

REGULUS

Access to Sirius and Psyche Sectors, Light Side and Ganymede Stores.

Shooting the switch near the wall will remove the wall. The powerporter transports you to the Psyche sector. To enter the Ganymede stores, shoot the block in front of it to reveal the door.

SIRIUS

Access to Psyche, Procyon, Regulus and Iapetus Sectors, Callisto Stores and Canopus Walkway.

To enter the Iapetus Sector you must fly through the triangle on the wall. To destroy the Plexor, shoot it until it reverses into the wall. To enter the Canopus Walkway, shoot the block above the door until it spins freely, then the door will open. To enter Callisto Stores, shoot the switch to find out where the door is, then when the door disappears shoot the switch and enter the stores before the door shuts again.

PROCYON

Access to Sirius and Fomalhaut Sectors, and Equator Tunnel.

To enter the tunnel system, walk to the structure and fly to its roof where there is an entrance. To prevent yourself being thrown in Io Confinement you can shoot the RADAR dish on the tower, but don't forget that you need to go there first to collect the telepod crystal.

FOMALHAUT

Access to Pollux, Procyon, Monoceros and Umbriel Sectors

Nothing unusual here, except for the structure at the base of one of the ECDs which, it seems, does nothing. Unless, of course, you know different . . . (direct quote from Esther Rantzen).

UMBRIEL

Access to Fomalhaut and Titania Sectors and Equator Tunnel.

When you first try to enter this sector you will most likely be detected by the two RADAR dishes and be thrown into Io Confinement, so when you return come via the tunnel system and shoot both scanners and that should be the end of any complications in this sector.

TITANIA

Access to Antares and Oberon Sectors.

Just shoot the ECDs.

OBERON

Access to Titania and Ganymede Sectors.

The ECDs are easy enough to get rid of in this sector, but when leaving to go to the Ganymede Sector, use your jet pack. This is because the block in the east wall is directly behind a plexor, and this is on a strip of land which is the only safe route to Ganymede. Around the strip is some land which depletes fuel and shields when you move, so you're better off flying.

MONOCEROS

Access to Light Side and Fomalhaut Sector.

Another easy sector – just shoot the ECDs.

IAPETUS

Access to Sirius and Ganymede Sectors and Equator Tunnel.

The gap running down the

INNER COMPLEXES

GANYMEDE
Access to Regulus Sector and Light Tunnel.

At first glance, this store only contains two fuel sticks and a shield pentagon, but if you turn 90° to the right as soon as you enter, and then crouch, you should see a small square gap which you can now walk through. In the second half of this store there are three things of interest – the fuel stick, the hammer on the wall and floor. Before you do anything else, run into the fuel stick and then move into the centre of the room and shoot the hammer until it 'hammers' (if you see what I mean) and keep shooting it until it does this twice. This opens the second half of the Callisto Store. Now shoot the floor and it will temporarily vanish revealing a hatch which leads down to the Light Tunnel.

CALLISTO STORE
Access to Sirius and Iapetus Sectors.

In the first half of this store there are four objects of interest. The fuel stick and shield pentagon speak for themselves, but there is also a powerporter which transports you to the Iapetus sector when shot, and an object which transfers energy between shields and fuel or vice versa depending on which half of it you shoot.

Having shot the hammer in the Ganymede Store, you can enter the second part of the Callisto Store through its roof. If you enter before you have run into the letters 'D', 'A' and 'R' you won't find anything, but if you enter after you have the letters you should find a small box which disappears a while after you enter, only to reappear if you leave the room and return.

CENTAURI STORE (Left Side)
Access to Iapetus, Ganymede, Fomalhaut and Titania Sectors and Dark Side.

The only residents of this store are four powerporters which take you to the following areas when shot:

Front Right – **Takes you to Ganymede Sector**
Front Left – **Takes you to the Dark Side**
Back Right – **Takes you to Fomalhaut Sector**
Back Left – **Takes you to Titania Sector**

CENTAURI STORE (Right Side)
Access to Iapetus Sector.

The device resembling two pyramids, one on top of the other, is the same as that already described in Callisto Stores. The rest is straightforward.

CANOPUS WALKWAY
Access to Sirius and Ganymede Sectors.

To get onto the walkway from the Sirius Sector, fly up and push forward a few times to get away from the hole, then land and turn your jets off. Now you can easily get the telepod crystal and fuel stick. To get the shield pentagons at either end of the tunnel just fly into them.

IO CONFINEMENT
Access to Equator Tunnel.

You'll be incarcerated here if detected by the RADAR scanners which are scattered around Evath (and which, incidentally, can be destroyed with a well-placed stream of photons). If you do get stuck in here you'll have to 'pay' by shooting at the black slits on the boxes placed either side of the door. The door will eventually open, but you will have lost some of your shield energy and fuel. Don't forget to collect the telepod crystals before leaving.

centre of this sector depletes fuel and shields when you walk across it. The structure with three stems leading from it is the Canopus Walkway. To enter the Equator Tunnel, crouch and walk under the floating platform. To get into the stores there are two entrances. One is opened by shooting the block over it, and the other can only be flown into, as stepping onto the ground surrounding the door closes it.

GANYMEDE
Access to Thethys, Triton, Iapetus and Oberon Sectors.

Don't step onto the land next to the elevated strip with the plexor on it for reasons explained in the Oberon section. The other plexor can be squashed by shooting the stem leading from the T-shaped structure. You can't enter the building because it is a one-way exit from the Canopus Walkway.

ANTARES
Access to Titania Sector and Light Side.

You can crouch and walk under the floating platform, fly over it or go up the steps. Don't let the power line layout fool you – refer to the map to see how the ECDs are connected.

LIGHT SIDE
Access to Regulus, Triton, Monoceros and Antares Sectors and Light Tunnel.

This sector is simple – just shoot the ECDs when you've shot the connecting ones.

PSYCHE
Access to Dark Side, Sirius Sector and Telepod.

There is a forcefield which splits the sector in half. The telepod will take you past this providing you have the correct crystal. Running into the letters in each sector adjacent to the Dark Side causes a letter in the word DARK to appear on the rectangular block. When the word is complete, the doors will open allowing entry to the Dark Side.

POLLUX
Access to Fomalhaut Sector.

This is another sector split by a force field only negotiable using a telepod. When on the other side of the force field, run into the letter on the wall to illuminate part of the word DARK in the Dark Side.

THETHYS
Access to Ganymede Sector.

Yet another sector split by a force field. Before you get into the telepod to pass it though, enter the building then blast the plexor behind the door and collect the three fuel sticks. On the other side of the forcefield is a telepod crystal and another letter to run into to help open the way to the Dark Side.

NEREID
Access to Titania Sector.

Like the last three sectors, this one has a force field dividing it in two, with a letter from DARK on the far side to run into. Behind the large column is an ECD which can be shot if you're at the correct angle.

TRITON
Access to Ganymede Sector and Light Side.

Site of the Sphinx, the purpose of which is a mystery. However, the rest of the sector is straightforward.

DARK SIDE
Access to Psyche Sector and Zephyr One.

This sector contains the awe-inspiring Zephyr One weapon. You can only enter via the Psyche sector, and attempts to get in from elsewhere result in you getting a quick glimpse of Zephyr One before you're sent back from whence you came.

CRUX TELEPOD AND TELEPOD CRYSTALS

Telepod crystals are scattered all over the moon, and once you find one, run into it and it will be placed in the telepod for you.

The telepod can take you to the four different destinations named below, and to use it you should enter the 'pod then shoot the console until the centre column rises and falls. The telepod is now active so tell it where to take you by shooting one of the crystals, then walk outside to find yourself in the location of your choice. In the table, the crystals are numbered from one on the extreme left to four on the far right. To return to the central 'pod location just shoot the central column above the square block. Unfortuntately, we don't know where the fourth crystal is but we know where it would take you because all telepod destination sites are marked by a square shaped piece of land.

TELEPOD CRYSTAL	WHERE FOUND	DESTINATION
1	CANOPUS WALKWAY	BEYOND THETHYS FORCE FIELD
2	IO CONFINEMENT	BEYOND PSYCHE FORCE FIELD
3	BEYOND THETHYS FORCE FIELD	BEYOND POLLUX FORCE FIELD
4	???	BEYOND NEREID FORCE FIELD

ELITE (Firebird)

OK, here's the correct version of this essential hack which all you distressed space merchants have been calling and writing about. Sorry about the cock-up but hopefully the inclusion of some extra POKEs will make up for that. Anyway, this has been successfully tested with the original version of the game (ie, the one without the title screen music), and I can't see any reason for Firebird to have changed the game saving system (but then what do I know?).

If you missed the August issue, I'll go through the procedure again. For this hack to work, you'll need a saved game file on tape, so make sure you've got one of those before you start (it doesn't matter what the filename is). Got that? Right, now type in the following listing:

```
10 FOR I=8192 TO 8276:READ A:POKE I,A:NEXT
20 DATA
32,65,32,141,251,37,32,51,32,141,252,37,169,1,16
2,1,160, 1,32,186,255
30 DATA
169,4,162,47,160,32,32,189,255,169,176,133,251,1
69,37, 133,252,169,251
40 DATA
162,253,160,37,76,216,255,67,77,68,82,162,73,24,
138,125, 175,37,93,176
50 DATA
37,202,208,247,96,162,73,24,138,134,187,69,187,1
06,125, 175,37,93,176
60 DATA 37,202,208,242,96,255
```

Now save the listing for future use, then when you've done that type LOAD "FILENAME",1,1 **using the name of your saved game as the filename. When you get the** READY **prompt type in any of the following to alter your status.**

POKE 9649,0 to 255 **to change planet X co-ordinate**
POKE 9650,0 to 255 **to change planet Y co-ordinate**
POKE 9696,0 **to 255 and,**
POKE 9697,0 to 255 **set the number of Trumbles on board**
POKE 9699,0 to 255 **number of missiles**
POKE 9719,0 to 255 **number of kills**
POKE 9648,18 **to set legal status to clean**

THE LASER POKES
POKE 9664,151 **gives front military lasers**
POKE 9665,15 **gives rear pulse lasers**
POKE 9666,143 **gives left side beam lasers**
POKE 9667,50 **gives right side mining lasers**
Swapping the values around in this set of POKEs **gives different combinations of lasers and positions**

EQUIPMENT POKES
POKE 9661,255 **for 25.5 light years' worth of fuel**
POKE 9670,255 **enlarge cargo bay to have 255 tonnes capacity**
POKE 9688,255 **gives you an escape pod**
POKE 9689,255 **gives fuel scoops**
POKE 9690,255 **gives ECM system**
POKE 9691,255 **gives energy bomb**
POKE 9692,255 **gives extra energy unit**
POKE 9693,255 **gives docking computer**
POKE 9694,255 **gives galactic hyperspace unit**
POKE 9670,255 **gives 255 missiles**

CARGO POKES
POKE 9671,0-255 **for 0-255 tons of food**
POKE 9672,0-255 **for 0-255 tons of textiles**
POKE 9673,0-255 **for radioactives**
POKE 9674,0-255 . . . **and so on till . . .**
. . . POKE 9687,0-255 **for 0-255 tons of alien items**

I'm not going to give you the POKE **to get you to Elite status, because with all that gear you should be able to get there on your own!**

Right, after typing in your selection of cheats, put your saved game tape into the cassette player again and type SYS 8192 (RETURN) **and watch the spools spin as a new data file is magnetically stored. This can now be re-loaded into the game with the filename** CMDR. **There, if that doesn't make you** Elite **fans happy, well, I just don't know what will.**

DAN DARE 2 (Virgin)

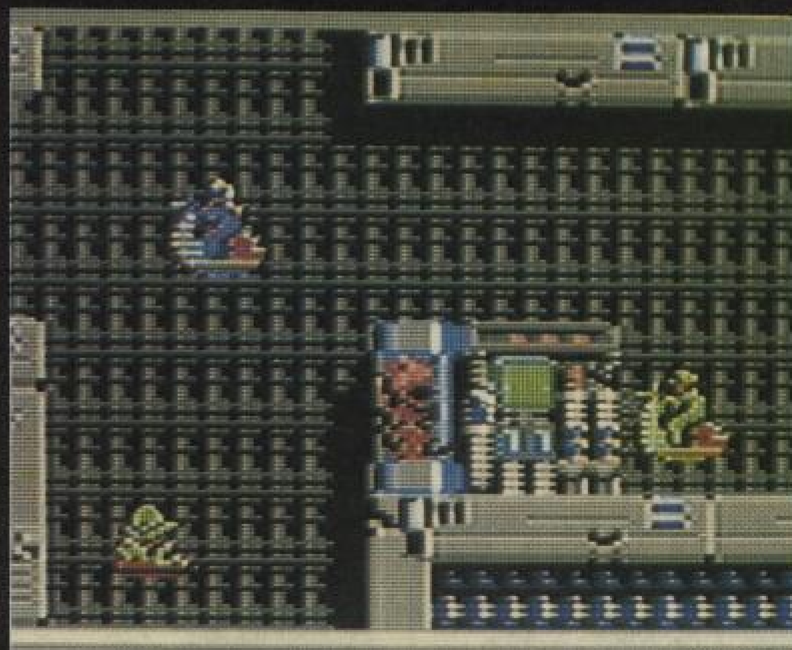
Guess who this is. 'Eeyoop, pass t'Lancashire 'ot pot and we'll clobber that green bonce!' Gordon L. Houghton? Naww, it's Colonel Dare's sidekick, Digby creating a bit of atmosphere for this Troughton **listing which gives unlimited lives for Dan or the Mekon, and causes a prod of the** RESTORE **key to stop the timer. Just type in the listing,** RUN **it and set the tape a-whirring.**

```
100 DATA 32,86,245,169,76,141,96,3,169,69,141
110 DATA 97,3,169,1,141,98,3,76,81,3,169,165
120 DATA 141,179,47,141,150,37,141,176,37,169
130 DATA 93,141,55,24,169,1,141,57,24,76,0,10
140 DATA 72,206,114,1,208,13,173,196,22,73,99
150 DATA 141,196,22,169,2,141,114,1,104,64,2
160 DATA 1,234,234,238,32,208
170 FOR L=304 TO 372:READ A:POKE
L,A:NEXT:SYS 304
```

Or, if you have a reset switch close at hand, just LOAD **the game reset the computer and enter these** POKEs **from (I think)** Ash & Dave.

POKE 40960,0
POKE 3468,1-9
POKE 3469,1-9
POKE 3470,1-9
POKE 3471,1-9 **Alter these last four to change the time given to complete levels 1-4**
POKE 12628,169
POKE 12629,169
POKE 12630,169
POKE 12631,169

SYS 6298 **restarts the game with unlimited energy and as much time as you want.**



GHOSTBUSTERS (Ricochet)

Look, I'm not going to do any of those predictable 'who you gonna call' cracks. Instead, I'll just say that Lee Waterhouse **of Chesterfield feels you should know that there is a cheat mode in this game which gives you a boundless pile of cash to squander on cars, traps, bait and other ghost busting bits and pieces. When asked to type in your name, pretend you're called** ANDY **and type that in instead. Now tell the computer you've got an account numbered 777, and when you press** RETURN **you should find yourself with a lorra lorra dosh. Luvly.**

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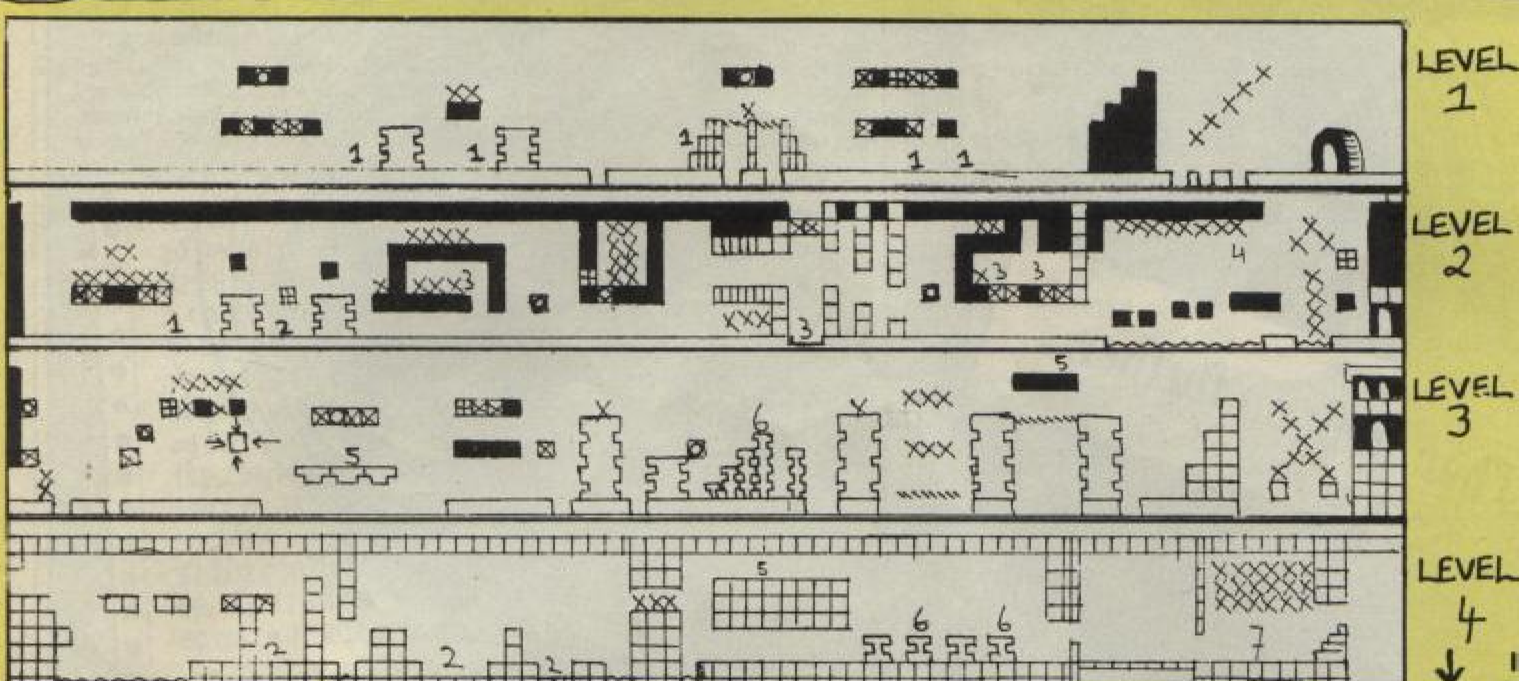
By Bus: 266, 714, 716, 290, 30, 72, 73, 74.

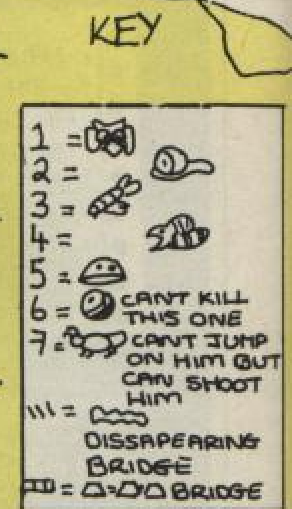
Car parking facilities available at the Novotel.

DATABASE EXHIBITIONS

ZZAP! TIPS

The Great Giana Sisters™



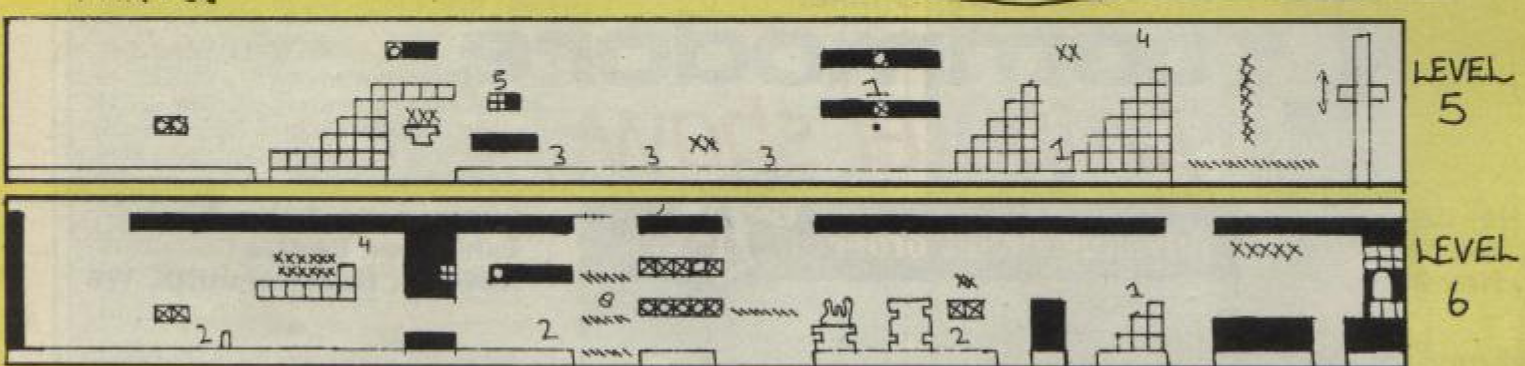


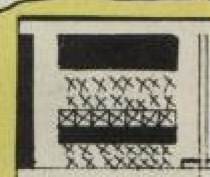


LEVEL 1: GET ALL THE EXTRAS
LEVEL 2: YOU CAN WALK ON THE UPPER BRICKS TO SAVE TIME
LEVEL 3: WATCH OUT FOR THE BOUNCING BALL
LEVEL 4: JUMP OVER THE ANT AS IT COMES TOWARDS YOU

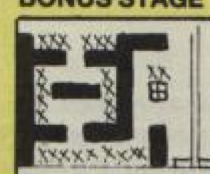
PART 1

PART 2





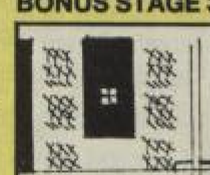
BONUS STAGE 1



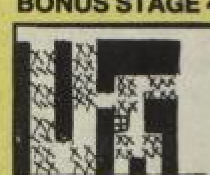
BONUS STAGE 2



BONUS STAGE 3

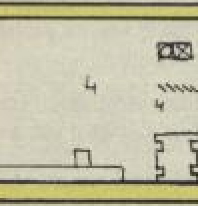


BONUS STAGE 4



BONUS STAGE 5

KEY



8 BEWARE THE SPEED OF THIS LITTLE THING!

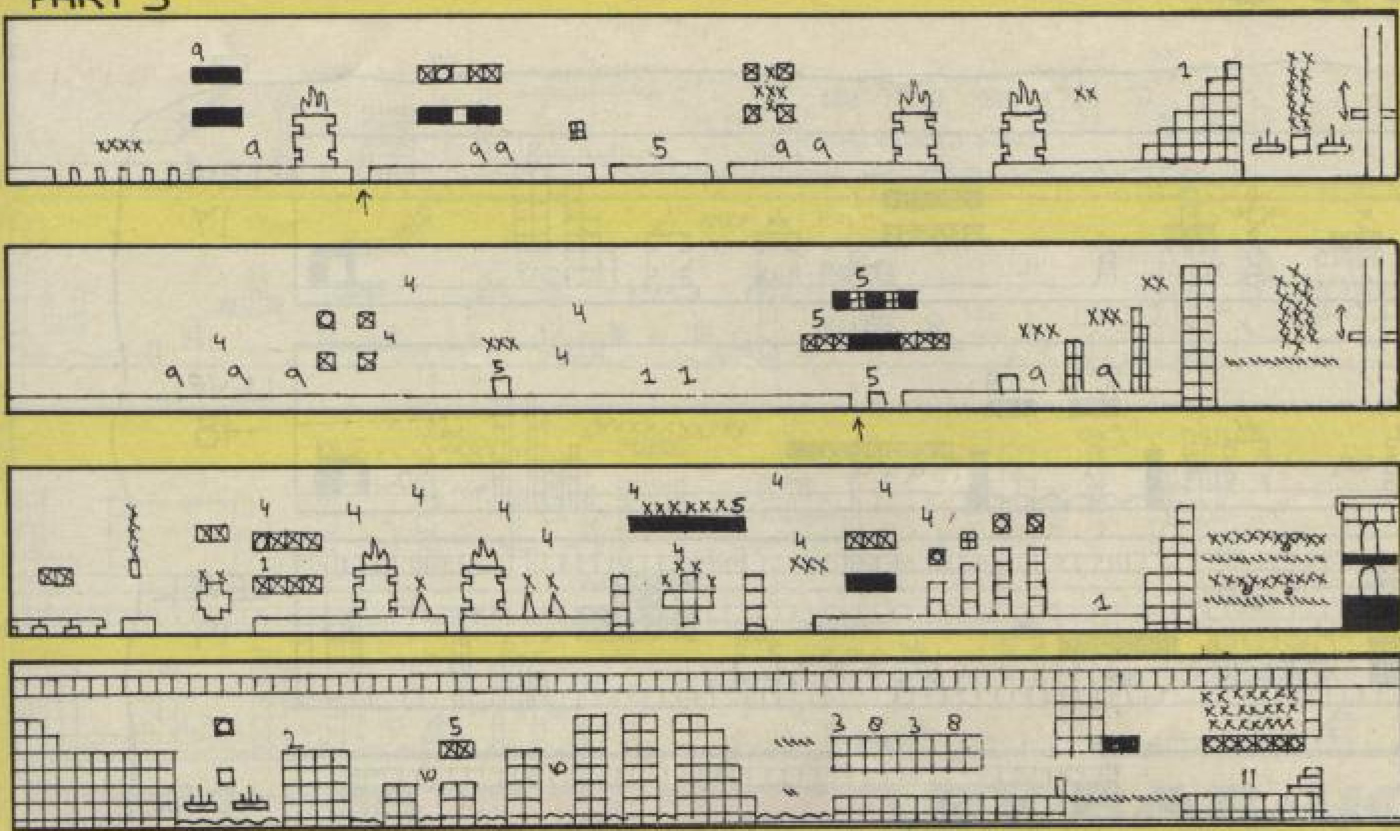
THEY'RE VERY DEADLY

ELEVATOR ACTION

↑ INDICATES BONUS STAGE ENTRANCE/EXIT

LEVEL 5: IF YOU DIDN'T DIE GET HOLD OF THE EXTRA LIFE
LEVEL 6: YOU CAN WALK ON THE UPPER BRICKS TO SAVE TIME
LEVEL 7: WATCH OUT FOR BEES
LEVEL 8: DON'T FORGET THE GIANA WARP

PART 3



LEVEL 9

LEVEL 10

LEVEL 11

LEVEL 12

KEY



= 9 YOU CAN'T KILL HIM

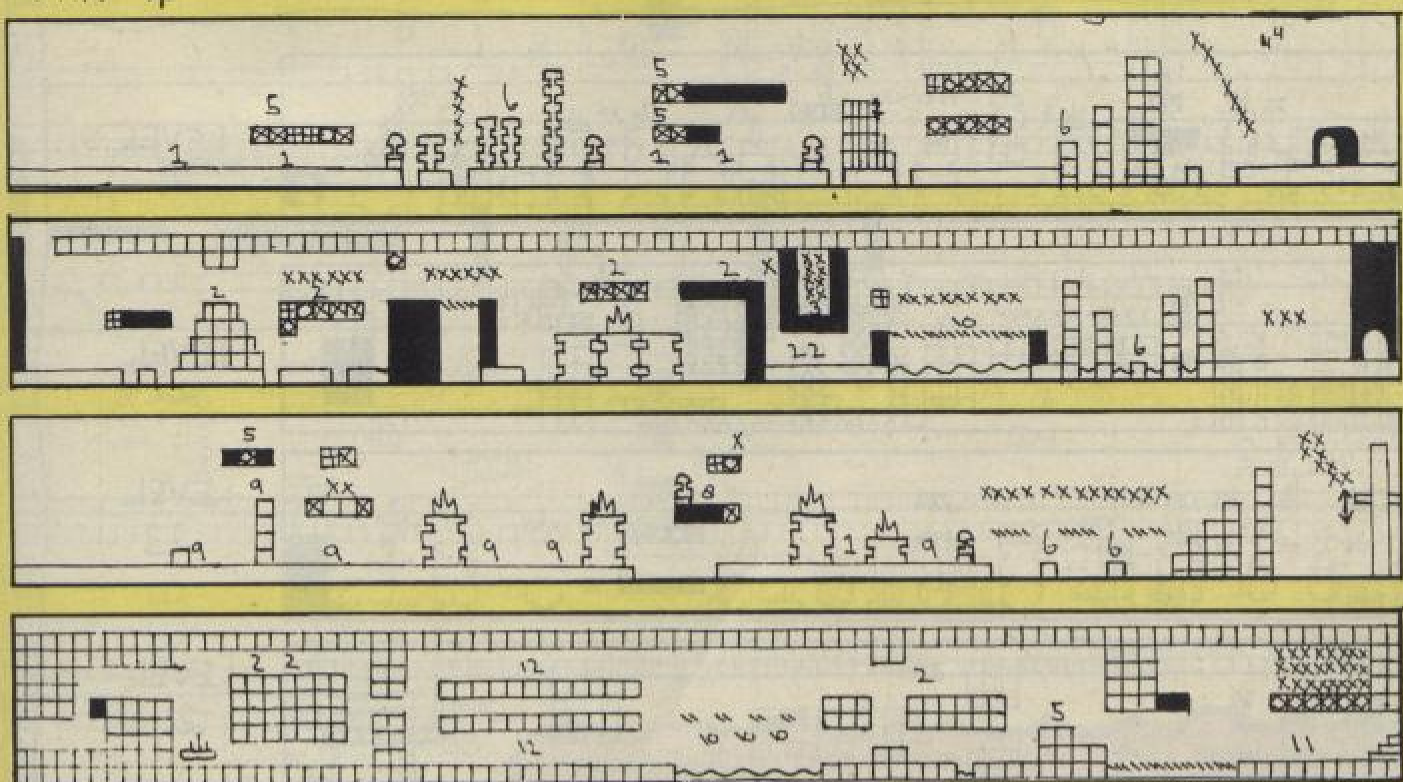
10 YOU CAN'T KILL HIM

11 YOU CAN'T JUMP PAST HIM, SO SHOOT!

YOU CAN'T TOUCH THE TOP BUT CAN STAND ON THE SIDES

LEVEL 9: BE CAREFUL WITH THE SPRINGS
LEVEL 10: DON'T FORGET THE BONUS STAGE
LEVEL 11: JUST BE CAREFUL!
LEVEL 12: THE PIRANHAS ARE REALLY DANGEROUS

PART 4



LEVEL 13

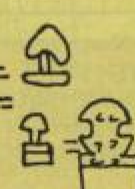
LEVEL 14

LEVEL 15

LEVEL 16

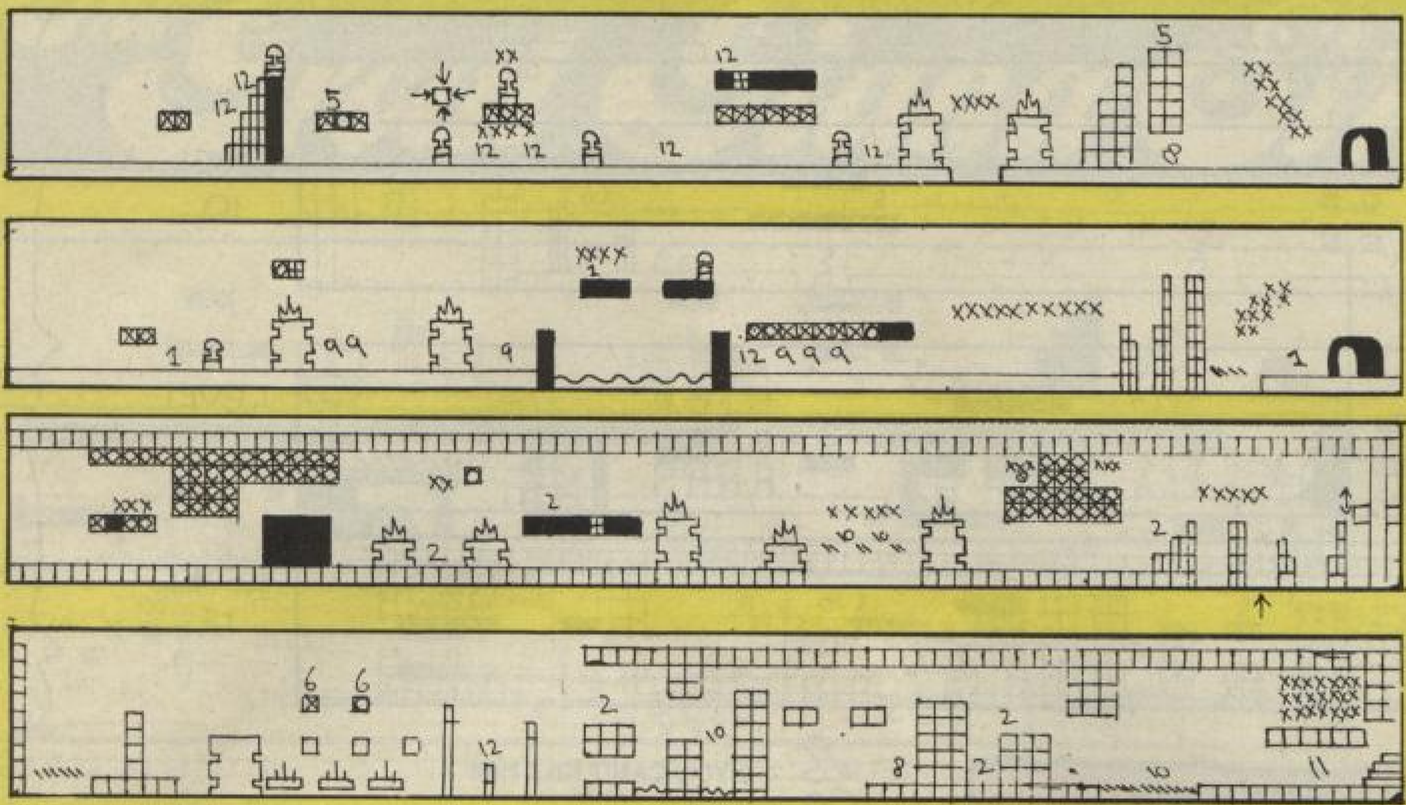
KEY

12 YOU CAN'T KILL HIM =
A STRANGE LITTLE THING=



LEVEL 13: BE CAREFUL WITH THE BOUNCING BALL
LEVEL 14: IN THIS LEVEL YOU CAN'T WALK ON THE TOPMOST BRICKS
LEVEL 15: THE DIAMONDS IN THIS LEVEL ARE ALMOST ENOUGH FOR AN EXTRA LIFE
LEVEL 16: WATCH OUT FOR THE THREE PIRANHAS!

PART 5



LEVEL 17

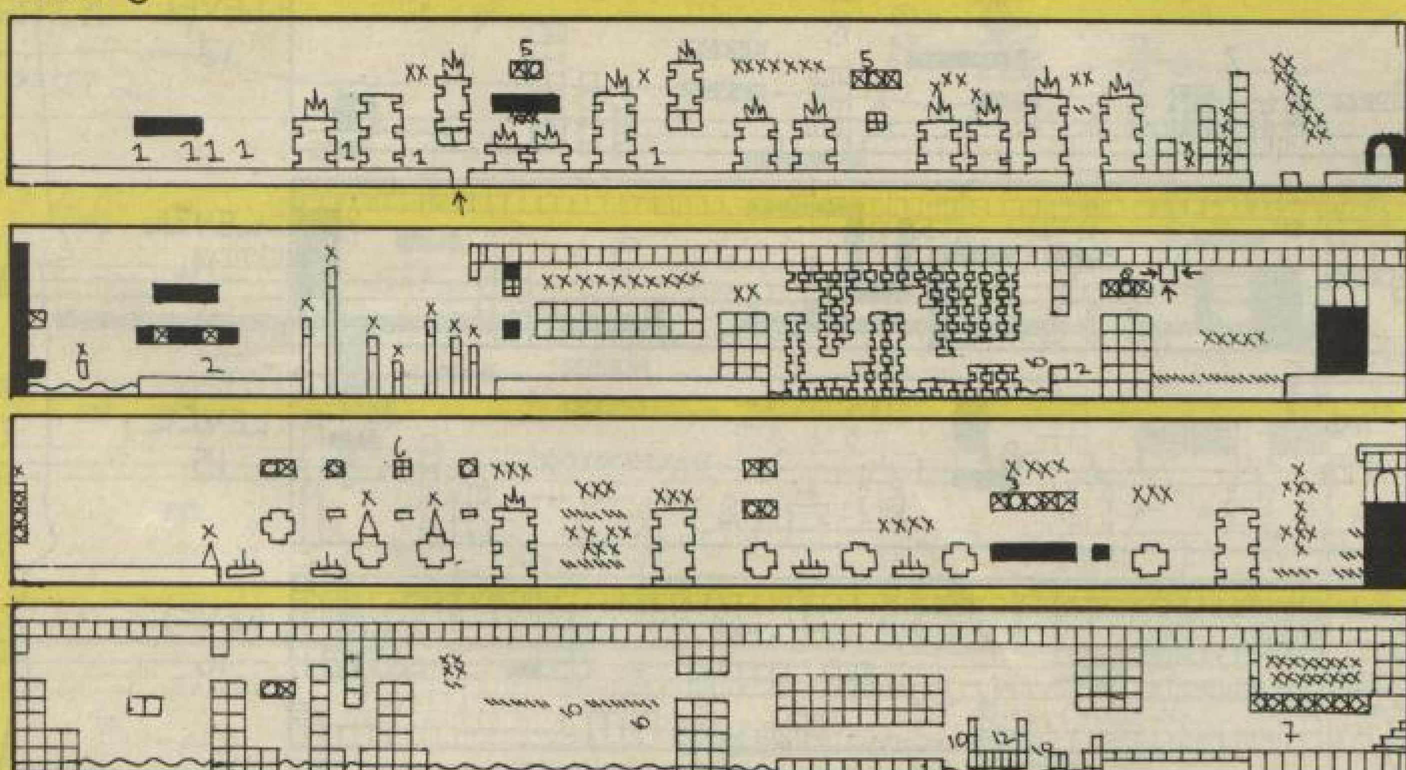
LEVEL 18

LEVEL 19

LEVEL 20

LEVEL 17: LEVEL 19 IS REALLY DIFFICULT, SO GET THE GIANA WARP
LEVEL 18: EASY!
LEVEL 19: BE CAREFUL WITH ALL THE FIRES
LEVEL 20: JUST BE CAREFUL AT THE BEGINNING

PART 6



LEVEL 21

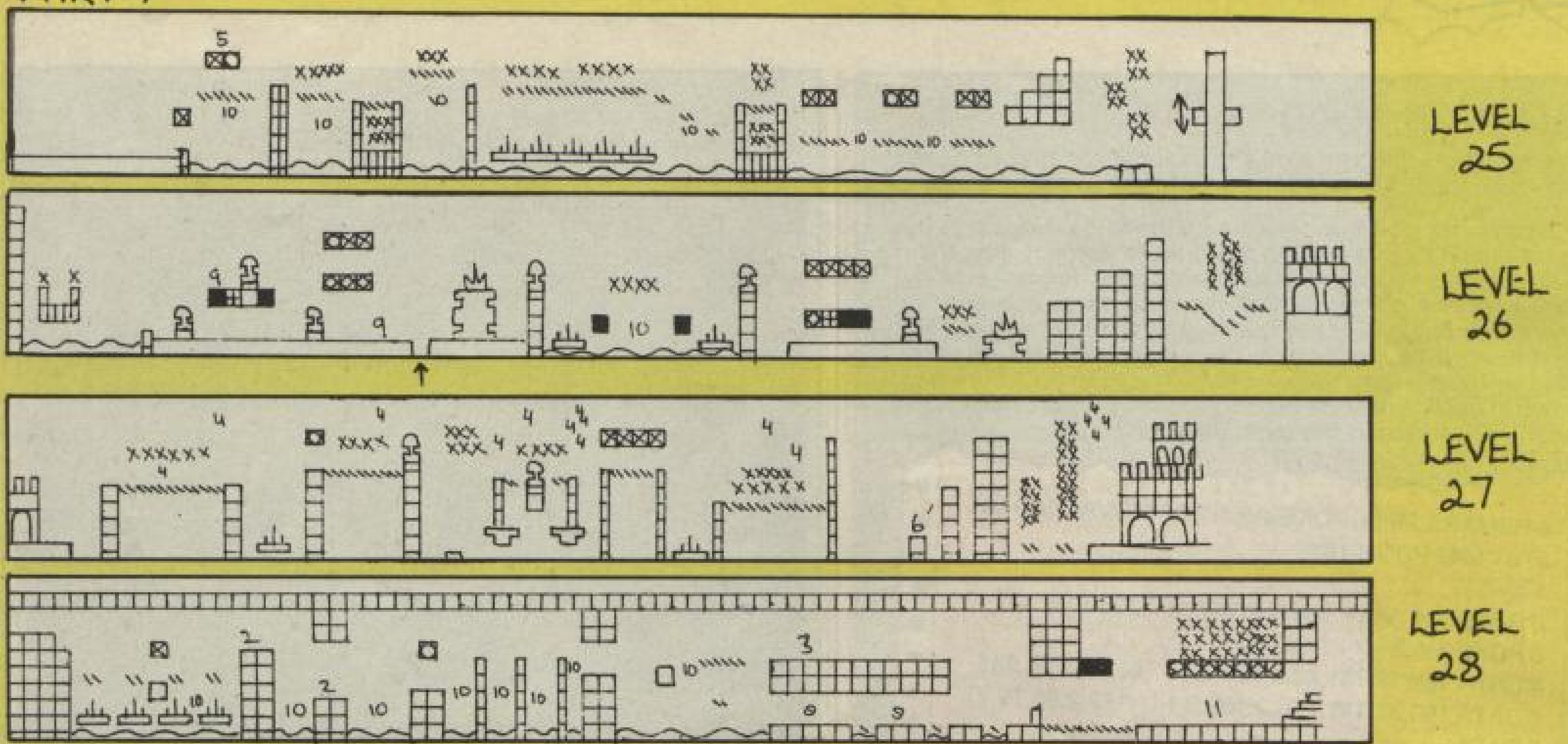
LEVEL 22

LEVEL 23

LEVEL 24

LEVEL 21: DON'T MESS ABOUT WITH FIRE!
LEVEL 22: BE CAREFUL AFTER THE PIPEWORKS
LEVEL 23: DON'T BE A DOPE – GET HIGH ON JUMPING (??? – PG)
LEVEL 24: LEAP OVER THE ANT WHEN IT COMES TOWARDS YOU

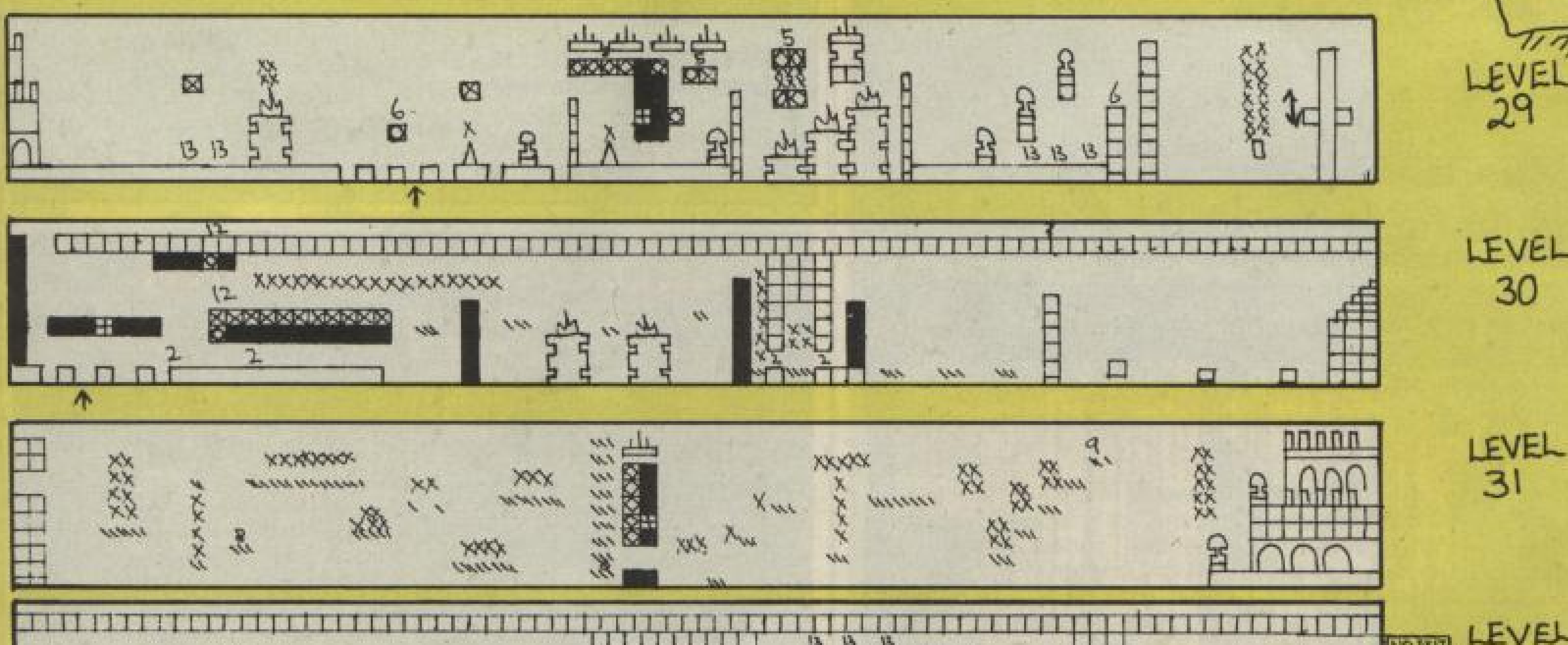
PART 7

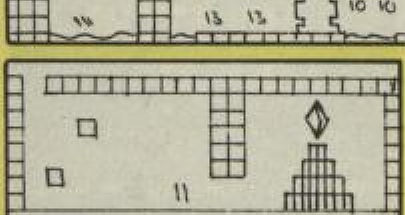


LEVEL 25: DON'T BE TOO HASTY
LEVEL 26: AN EASY LEVEL
LEVEL 27: THE BEES DON'T BITE, BUT THEY ARE DANGEROUS
LEVEL 28: RETURN OF THE PIRANHAS ('DINSDALE?' – SN)

BY BABAK FAKHAMZADEH

PART 8





LEVEL 29: GET THE LAST BONUS BLOCK – YOU'LL PROBABLY NEED IT!
LEVEL 30: EASY PEASY
LEVEL 31: BE FAST, BE ALERT OR BE DEAD (WHERE'VE I HEARD THAT BEFORE? – PG)
LEVEL 32: WARNING! THE EXIT IS NOT AT THE END BUT SOMEWHERE IN THE MIDDLE. JUST FALL DOWN THE HOLE TO GET TO LEVEL 33
LEVEL 33: SHOOT HIM, OR RUN FAST TOWARDS HIM AND JUMP, AND YOU'RE AWAKE!

KEY

13 YOU CAN'T KILL HIM



TIPS

MARTIN'S MAD MULTIPOKES MK2

How does he do it? After hacking all these games, does the infamous Martin Pugh **ever find the time to actually play them (with infinite lives yet)? Well anyway, this is the follow-up to the Multipoke routine printed in last month's mega tips special, and this one is designed to crack Paul Woakes'** Novaload Mk 2 **which was used by umpteen software houses until recently. Type in the short listing below,** SAVE **it to tape for future use, then stick in the line of code for the game you want to play, type** RUN (RETURN) **and start the tape. Easy, eh?**

```
0 REM MULTIPLE POKES VER 1.02 (NOVALOAD MK
2) BY H M PUGH 1988
1 X=517
2 READ A:IF A=-1 THEN POKE 157,128:SYS 517
3 POKE X,A:X=X+1:GOTO 2
4 DATA 169,18,141,40,3,169,2,141,41,3,32,86,245
5 DATA 169,32,141,178,2,169,2,141,179,2,96,72,77
6 DATA
80,169,32,141,222,3,169,51,141,223,3,169,2
7 DATA 141,224,3,32,69,3,96,238,32,208
```

8 DATA 169,173,141,249,67,141,22,82,141,151,
104,141,102,109,96,-1
***Sigma 7*, infinite lives**

8 DATA 169,173,141,124,29,141,210,29,141,0,
30,96,-1
***Deep Strike*, infinite ammunition and bombers and you can't be shot down**

8 DATA 169,0,141,18,118,96,-1
***Saboteur*, infinite time**

8 DATA 169,173,141,129,229,141,141,229,96,-1
***Turbo Esprit*, (*Big Four* incarnation), infinite cars**

8 DATA 169,240,141,105,31,141,19,110,96,-1
***Last Mission*, infinite lives and smart bombs**



8 DATA 169,0,141,211,61,141,233,61,96,-1
***Polar Pierre*, infinite lives for both players**



8 DATA 169,0,141,85,42,96,-1
***Centurions*, infinite energy**

8 DATA 169,173,141,200,86,96,-1
***Boulderdash 4*, infinite lives**

8 DATA 169,173,141,70,18,96,-1
***Blackwyche*, infinite energy**

8 DATA 169,0,141,132,59,96,-1
***Death Star Interceptor* (*Off The Hook* version), infinite lives**

BONECRUNCHER (Superior)

Keighley's very own Robert Troughton **has sent in the passwords for levels 2 to 22 of this soapy game for silly suds. The codes are as follows:**

GOLEMSTENCH **Level 2**
MOR PHICLE **Level 3**
GOLEM KILLER **Level 4**
SCARAB **Level 5**
WEB OF DEATH **Level 6**
MONSTER PARTY **Level 7**
CAVE OF DOOM **Level 8**
UNDERGROUND **Level 9**
DEATH CHAMBER **Level 10**
GOLEMS CAVE **Level 11**
HORNSLUT **Level 12**
SLIME HOLE **Level 13**
BLOOD SMELL **Level 14**
BONE POWDER **Level 15**
NIGHTMARE **Level 16**
MONSTER BREED **Level 17**
THUNDER STORM **Level 18**
CREEPY CAVE **Level 19**
LIQUIDISATION **Level 20**
MEGAMAZE **Level 21**
STRATAGEM **Level 22**

THE EMPIRE STRIKES BACK (Domark)

One of my favourite films ever, but alas I can't say the same of the game. Enough of my gripping, though – I'm sure it has its fans out there somewhere, and for the ones who find that not even using the Force helps them build up those megascores, here's news of a cheat mode from David Walmsley **of sunny Blackpool in Lancashire. Just** LOAD **in the game, ignite the engines on your snowspeeder and then hold down the space bar along with the** B,N,M,J,K **and** L **keys.** The game looks like it's paused, so press RUN/STOP **to start the action again with unlimited shield strength.**

HACKER II (Activision)

Oooh! Getting on a bit aren't we? Well, if this oldie is one of your faves, or you found it on the last Now Games, **and you still haven't solved it, try this cheat mode which comes to you courtesy of Leicester's** Jonathan Evans. **Just** LOAD **the game, and when you log on, enter your name as** DEMO PAM **and an infinite number of droids will be yours. How nice.**

BRAIN STORM (Firebird)

I'm not sure that this brilliant puzzle game needs this Robert Troughton POKE **to be made more enjoyable, but if you think differently,** LOAD **in the game, reset the computer and give it a go and you'll find your score will have stopped going down.**

POKE 18281,173
SYS 16384 **restarts.**

IMPLOSION (Cascade)

The Holywell Hacker himself, Martin Pugh, has come up with a handy listing which LOADs and RUNs the game with infinite lives. Type it in, type RUN (RETURN) then put the tape in the deck, press PLAY and get ready to blast!

```
0 REM IMPLOSION CHEAT BY H M PUGH
1 PRINT CHR$ (147)
2 FOR X=269 TO 296:READ Y:C=C+Y:POKE
  X,Y:NEXT
3 IF C=2812 THEN POKE 157,128:SYS 269
4 PRINT 'DATA ERROR'
5 DATA
  32,86,245,169,32,141,122,3,169,1,141,124,3,76
6 DATA
  167,2,72,77,80,141,32,208,169,173,141,41,69,96
```

GRYZOR (Ocean)

Great game, this, but hard, yeah? It's about as hard as . . . pronouncing Hängebauchschwein after several jars of Old Flatulence bitter. Anyway, from now on zoring your Gry can be a lot easier, thanks to Robert Troughton's listing below. Merely type it in, RUN it and start the tape for infinite Lances.

```
100 DATA 32,86,245,169,48,141,232,3,169,2,141
110 DATA 237,3,76,167,2,169,32,141,120,3,169
120 DATA 66,141,121,3,169,2,141,122,3,76,0,8
130 DATA 173,13,220,169,80,141,116,1,169,2,141
140 DATA 117,1,96,169,173,141,164
150 DATA 52,141,3,114,76,136,15
160 FOR L=544 TO 602:READ A:POKE
    L,A:NEXT:SYS 544
```



NETHERWORLD (Hewson)

Hmmm. I'm not altogether sure whether this cheat is for real, but Ralf of Shield has written in to tell me that pressing the 2, 4 and E keys together automatically completes the level you're on. Yeah, well, when I tried it on our . (admittedly) pre-production copy it did the incredibly handy feat of quitting the game. Oh, well, you might as well give it a go, I suppose . . .

GREAT GIANA SISTERS (GO!)

I've been hanging on to this tip for a while but the arrival of the excellent Giana Sisters map in these pristine pages provides the perfect opportunity to reveal the cheat mode which allows you to skip levels. If you think this would spoil your enjoyment of the game, please *DON'T* use it! Goodness knows I don't want any more angry letters.

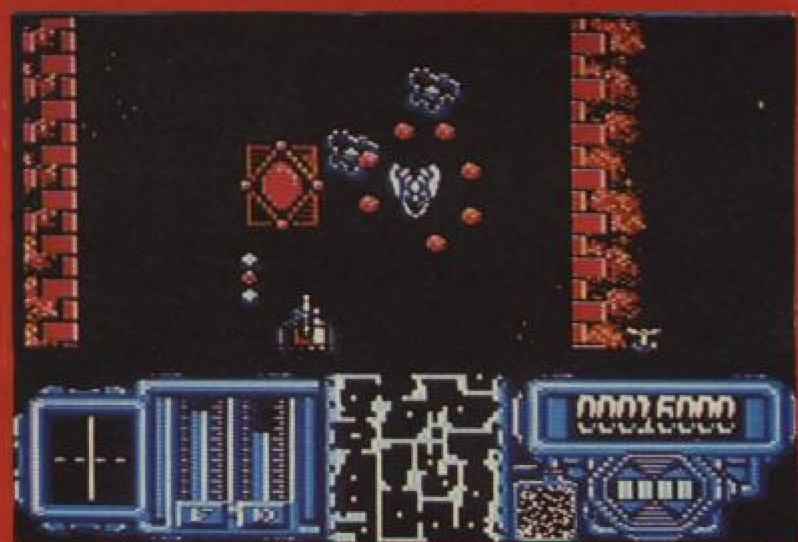
OK, now if you're sure you want to cheat, play the game and when you get tired of the level you're on, hold down the keys A,R,M,I and N. Easy, eh? I'm not going to mention any names because there was an absolute ton of letters to this effect, but thanks to all who bothered to write.

FIREFLY (Ocean/Special FX)

For those of you who think you've exhausted the possibilities of this rather smart game, here are one or two things to type in on the high-score table for some 'amusing' results.

LITTLE MICH
WIN GAMBLES
MAX DIF
XR THREE I
XAN
YNOT
SOUND N VISION
TALBOT HORIZON
PET SHOP BOYS
KATE BUSH
SPECIAL FX

You might also like to try, if you're that way inclined, typing in some less than complimentary messages regarding parentage, procreation and other bodily functions. Nice people make do with typing NO METERS to activate the game's cheat mode, and MAX DIF to turn it off again. Cheers to DROID (aka Jonathan Kendall) of The Byte Sculptors.



ROAD RUNNER (US Gold)

More POKEs from Graeme Chambers, this time for one of US Gold's better coin-op conversions. Simply LOAD the game and when the title screen first appears reset the computer and then type:

POKE 52413,76
POKE 52414,203
POKE 52415,204

These allow you to move anywhere on the screen, and if you run along the foot of the screen the computer thinks you are picking up seed so you get thousands of points and lots of extra lives.

POKE 43241,36 **for infinite lives**

Now type SYS 4126 **to restart the game.**

COMMODORE HELPLINE SERVICE

Mark Essen **of Huddersfield recently wrote to me to see if I would plug his FREE help service for just about any Commodore arcade or arcade adventure game. Phew, that's going to be quite a task, Mark, but good luck with it. Anyone who would like to use the service should send their request with an SAE to:**

Mark Essen,
The Commodore 64 Help Service,
26 Thick Hollins Drive,
Meltham,
Huddersfield,
HD7 3DL.


BRUCE LEE
THE MAP
BY
SAM.T
AND
WAYNE ALLEN
2HITS
3HITS
KEY.
LANTERN
FIRE
VINES
HANDRAIL
S. START
END

COMMANDO (Elite)

Here's a thoroughly hat-stand POKE for Chris Butler's crusty arcade conversion. Graeme Chambers from the Isle of Sheppey in sunny Kent has obviously worked hard to speed up the game up by a factor of five! Cor, etc! Graeme also sent in a listing which speeds up Slap Fight by a similar degree, but unfortunately there seemed to be something wrong with it so, if you're reading, Graeme, could you send in a corrected version and I'll print that in a future issue? But I digress. To turbo-charge your infantryman, LOAD the game, reset the computer and type POKE 16432,96 (RETURN), then SYS 2128 (RETURN) to get going (and I do mean *going*!)

ROGUE (Mastertronic)

The one they know only as Brad of Horbury in Wakefield wasted no time in hacking up the code of this game for extremely hard-up role-players. LOAD it up, reset and start tapping those keys.

Stop strength draining away
POKE 27190,234
POKE 27191,234
POKE 27192,234

Stop strength drain during combat
POKE 31496,234
POKE 31497,234
POKE 31498,234

Or, if you want a real challenge (with this game??) . . .

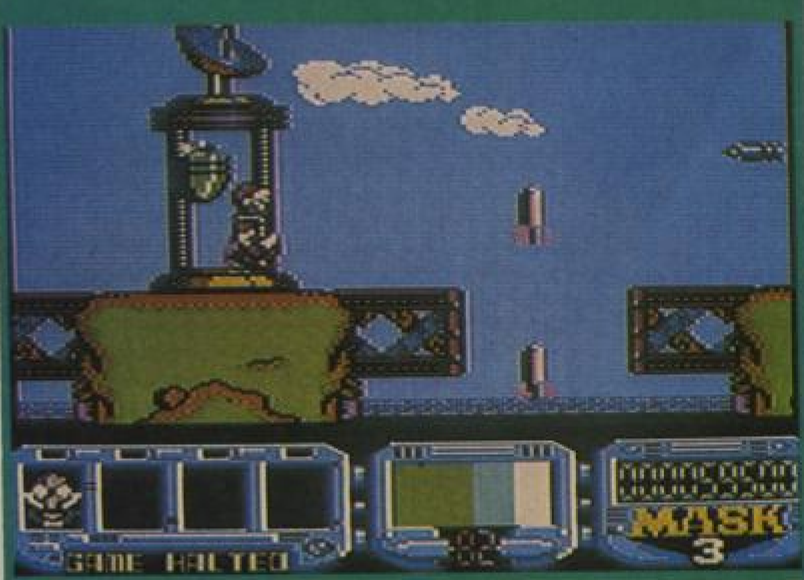
POKE 46948,0-255 Strength from 0 to 255
POKE 46949,0-255 Hit points from 0 to 255
POKE 29077,0-255 Initial strength level
POKE 29078,0-255 Initial health level
POKE 29079,0-255 Initial armour level

SYS 26667 restarts the game should you be so bold. I know I'm not.

MASK II – VENOM STRIKES BACK (Gremlin)

This game has a code entry option which has been shrouded in mystery . . . until now! Weird and wacky effects are available to those to whom the secret code words have been revealed, and the esteemed Robert Troughton is one of those people (he said winking knowingly and tapping the side of his nose). LOAD the game and select the code entry option on the title screen then type in any of the following

MAYHEM Move into a teleport to be moved to another level
TRANSMOGRIFY Move into a teleport to be moved to the Moon
PETALS OF DOOM Invincibility to aliens (but don't fall into holes or water)



ROAD WARS (Melbourne House)

If you haven't sunk this pile of rubbish in six feet of concrete, or tied lead weights to it and thrown it into the nearest reservoir, or maybe taken to it with a flame thrower, you might still be playing it (unlikely). If you are, here is a listing from the printer of Keighley's Robert Troughton. Type it in, RUN it and start the tape to play with infinite lives until you doze off.

```
100 DATA 32,86,245,169,64,141,41,4,169,1,
141,42,4
110 DATA 76,74,3,120,238,32,208,169,0,141,130,8
120 DATA
169,218,141,132,8,169,103,141,133,8,169
130 DATA
38,141,137,8,169,104,141,138,8,169,0,141
140 DATA 135,8,76,37,8,0,0,0,0,0,0,0,0,0,1
150 FOR L=304 TO 361:READ A:POKE
L,A:NEXT:SYS 304
```



RICOCHET (Firebird)

Want to listen to the sample-ridden tune from this budget bag of Breakout belly-laughs? Well, then, this is the listing for you, me old china, and it comes from none other than Karl Orton alias CMC's BIZ. LOAD up the game, squeeze your reset switch and enter . . .

```
1 REM MUSIC HACK BY BIZ OF CMC
2 POKE 54296,15
3 SYS 13772
4 FOR L=1 TO 5:NEXT L
5 RUN 3
```

Oh, and by the way, BIZ, there's no truth in the rumour that ZZAP! is moving to Birmingham.

Phew! That's it, the end of another tips section, and what a big 'un it was! (obligatory fnar! fnar!). As I said before, tipster of the month is the unknown person responsible for the *Dark Side* tips and map, so get in touch soon, whoever you are, and I'll forward your prize. Babak Fakhamzadeh, who was responsible for the *Great Giana Sisters* map, is our cartographer of the month and so he should be receiving his £30 software voucher very soon. If you think you know something about a game which other Commodore gamers may find useful, don't delay! Send it to the address below and it could be your dog who has a software voucher dropping on his head (if he makes a habit of sitting under the letterbox, that is). The address is, for John Noakes fans and non-John Noakes fans alike, **PG'S TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.** Right, now for another game of *Katakis* . . .

POWER PYRAMIDS



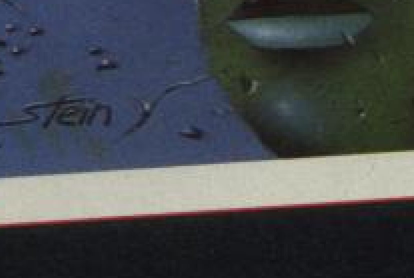
AVAILABLE ON SPECTRUM 48/128K and +2
£8.95

Delivery of the 4 pyramids is easy but activating them before you hand them over is a different story!

In this arcade adventure, guide your robotic spheroid around 128 screens of mind-bendingly convoluted landscape, avoiding the many hidden dangerous obstacles and activate all the power points in the pyramids.







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PC SHOWCASE

Your guide to the 1988
Personal Computer Show
Earls Court September 16-18



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Good show!

Whatever the weather outside, three days in September will be swelteringly hot inside Earls Court, as more than 80,000 visitors pour through the doors for the year's biggest computer event, the eleventh annual Personal Computer Show. It's a new name for a new venue; until now The *PCW* Show (*Personal Computer World* Show) has been held at London's Olympia centre, but the event's phenomenal growth was becoming cramped in Olympia's smaller halls, and a move to bigger premises was essential.

To you, the visitor, the most notable difference will be the bigger and brighter stands which the spacious Earls Court hall allows. In the following pages, you will see what some of the leading software houses and hardware firms have come up with for this year to entertain you as you walk around. And there are some truly exciting things planned!

Whatever you do, don't miss the opportunity to witness the nail-biting conclusion of the National Computer Games Championships, take a ride in MicroProse's amazing Super X simulator or see the pick of top computer art on Newsfield's own stand.

This year's event promises to be the biggest, brashest bonanza ever – and it starts right here, in your free showguide supplement!

PC Showcase is a one-off supplement inserted into **CRASH**, **ZZAP! 64** and **THE GAMES MACHINE** • It must not be sold separately • Compiled by and ©1988 Newsfield Publications Ltd, *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* • Typeset by The Tortoise Shell Press, Ludlow • Colour origination by Scan Studios, London N1 • Printed in England by Carlisle Web Offset – a member of the BPCC Group • Opinions expressed in **PC Showcase** are not necessarily those of the magazines in which it appears • PC Show-Offs by Mel Croucher; illustrations by Robin Evans • Cover photo courtesy of Earls Court Ltd • Thanks to Montbuild, Matthew Pudney & Associates and the PC Show exhibitors for their kind cooperation • See you in September!

ARMOUR DRAMA

Ocean Software

If Earls Court becomes too crowded, it won't stop Ocean boss David Ward getting home on time – he's hired a Daimler Ferret armoured car for the stand!

And Ocean aren't joking. 'It's the real McCoy,' insists the software house's Colin Stokes, explaining that the scout car is there to promote *Operation Wolf*, the **Taito** coin-op conversion set for release at the show.

'We'll have all the products we can, everything we've got on the go,' says Colin – and that includes 13 coin-op machines.

Visitors can keep exhaustingly on the go, too, with a special fitness test tying in with Ocean's sports game *Daley Thompson's Decathlon*, now endorsed by sports-gear manufacturers **Adidas**.

But Ocean hope *Operation Wolf* will stand out from the pack of attractions. It's a six-stage shoot-'em-up riding high in the arcade charts – you know, it's the one with a machine gun on front – and could soon top the charts on Spectrum, Commodore 64/128, Amstrad CPC and Atari ST too.

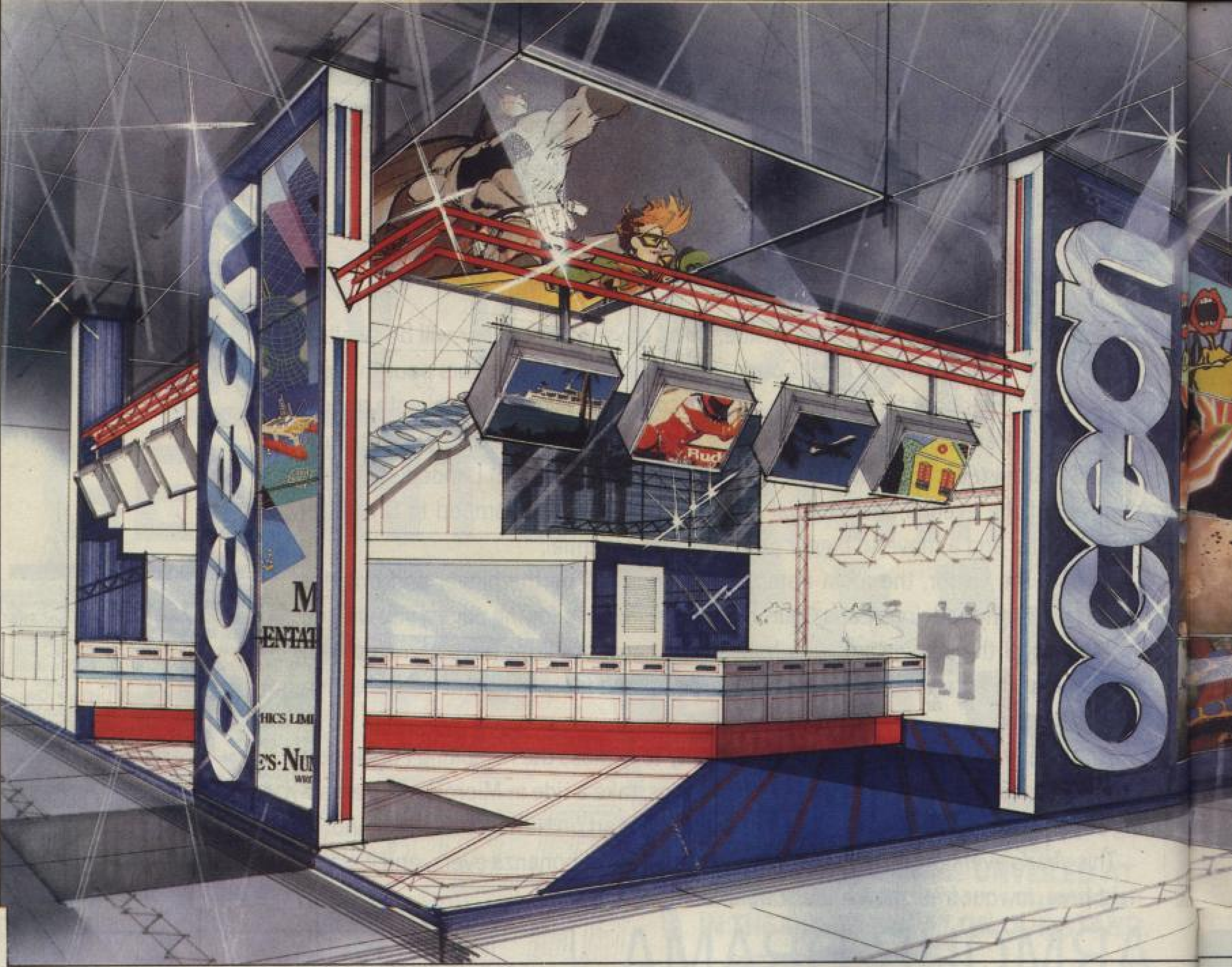
The Commodore 64/128 conversion of **Konami**'s 3-D coin-op *Typhoon* will be there too, straight from the hands of programmer Zak Townsend (*Army Moves*, *Platoon*).

For movie fans there'll be glimpses of film scenes from *Rambo III* on display, previewing the official game licence, and of course the *RoboCop* game – all there to goggle at on Ocean's 40 large TV screens.

Ocean hope Operation Wolf will stand out

Tasman Software

Tasman Software, producers of such classic Spectrum stand-bys as the *Tasword* word-processor program and *Tas-Sign* (for sign-writing), promise a range of utilities and peripherals at the PC show.



SMOOTH OPERATORS

Cheetah Marketing

Cheetah Marketing have two new joysticks ready to be unveiled at the show – a spokeswoman describes them as 'one top-of-the-range, one low-cost quality'.

At last year's event Cheetah launched their sophisticated 125 Special joystick, and the DP5 drum kit was noisily demonstrated too. It's a set of five drum-like pads which can be hit to produce sounds from a drum machine such as Cheetah's long-established SpecDrum.

Cheetah are also known for the MK5II MIDI keyboard, and besides the SpecDrum their popular range of Spectrum music equipment includes the MIDI Interface.

Cheetah

'One joystick is top-of-the-range and another is low-cost'

Telecomsoft

Directory enquiries, what you lookin' for, boy? You wot? 'Ang on there, it's a wicked line . . . Yo!

Well, when Telecomsoft (part of British Telecom) told us they were planning a 'street-cred stand', what else could we expect from the operator?

At least we know what to expect from Telecomsoft themselves, publishers of **Rainbird**, **Firebird** and **Silverbird** labels: 'A stand with *the best* products in the world', according to official stand boaster Debbie Sillitoe.

More specifically, she says 'we like to be a nice friendly happy stand. We'll have playable games on the stand, and coin-ops if we've got any, competitions and maybe a few free gifts and bits and pieces.' Sounds like a good bet for the plastic-bag collectors . . .

Products on sale at the 491.5m^2 stand will include 14 new titles as well as *Starglider II* and *Terminator*. It's Stand 3447.

De gale Marketing

Though **Nintendo** won't be at the PC Show themselves, De gale Marketing might provide some console-ation . . . 44.5m^2 of it, to be exact.

De gale's stand promises to be packed with boxes of the Nintendo Entertainment System, as well as the Electrocoin joysticks they sell.

And if the London-based firm can move enough joysticks on Stand 3442 it could be a case of having de Gale in every port.

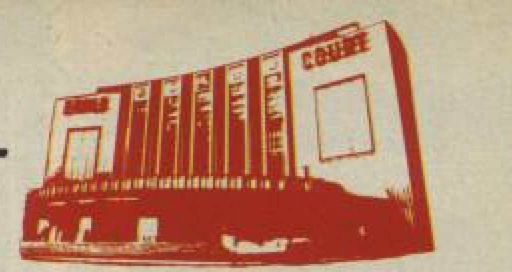
Interceptor Group

Intercept Interceptor if you can – they've got two stands full of software on their **Players** and **Pandora** labels.

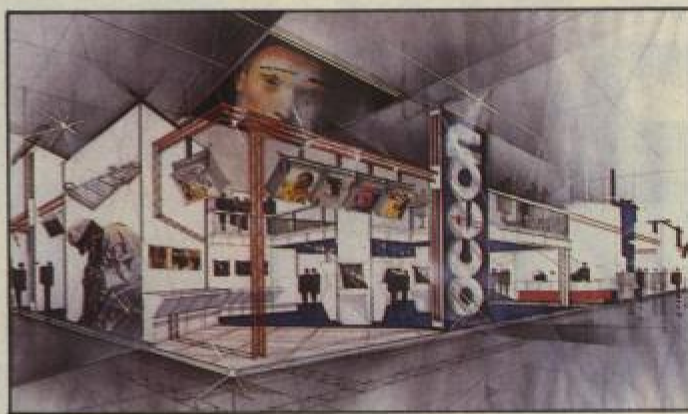
There'll be at least three new Players budget games for sale including *Joe Blade II*, while the full-price label Pandora (which produced *Into The Eagle's Nest*) will have a new title on Atari ST and Commodore Amiga. And look out for the first sight of next year's games!

There'll be at least three new Players games for sale including Joe Blade II





OUT ONE YEAR, IN THE OTHER



The show must go on. Straight after last September's PCW Show, Manchester-based software house Ocean booked space for this year, and within months they were designing it.

A specialist design firm was called in, given a budget – simply 'loadsamoney', according to Ocean – and reminded to make room for at least 37 27-inch TVs and 13 coin-ops. As an afterthought someone added that there'd be an armoured car too . . .

By February the finished plan was ready to go from design company Hickins to Ocean's resident artist Stephen Blower, who conceives all the Ocean game ads – and drew the stand pictures above. For more details of what's on show there, see the Ocean stand entry in PC Showcase.

GOLD AND DELICIOUS!

US Gold

The stars of US Gold's software-studded stand will be . . . an arcade machine and a motorbike.

But that's not surprising coming from the people who specialise in coin-op conversions. And on this year's huge stand US Gold will reveal **Capcom**'s *LED Storm* and preview *Tiger Road* – as well as the machine of **Sega**'s 'spectacular' *Thunderblades*, straight from the arcades.

Named The Pepsi Challenge Game Of The Year, it will reach home computers as US Gold's top autumn release. (See the *PC Showcase* feature about The Pepsi/US Gold Computer Challenge for more information.)

As for the Kawasaki bike, **Epyx** have it up for grabs in a special competition for show visitors – they'll be displaying *4 X 4 Road Race* as well as *The Games (Summer Edition)*, to remind you of the warm sporting weather we've all enjoyed . . .

There's a new face in US Gold's label stable, too – **Toposoft**. The Spanish software developers make their UK debut on the stand with *Mad Mix*.

And Birmingham-based US Gold will also release the fantasy roleplaying game *Dungeons And Dragons* for the small screen.

There's more. Simulation specialists **Actionsoft**, part of **Sublogic**, have a few titles lined up, and **Access** (creators of the *Leaderboard* series) will display *Echelon*.

This year's 512m^2 stand – number 3117 – will be US Gold's largest yet at the September shows, and it probably needs to be to fit in all that new software.

US Gold need their largest stand ever for all the new software

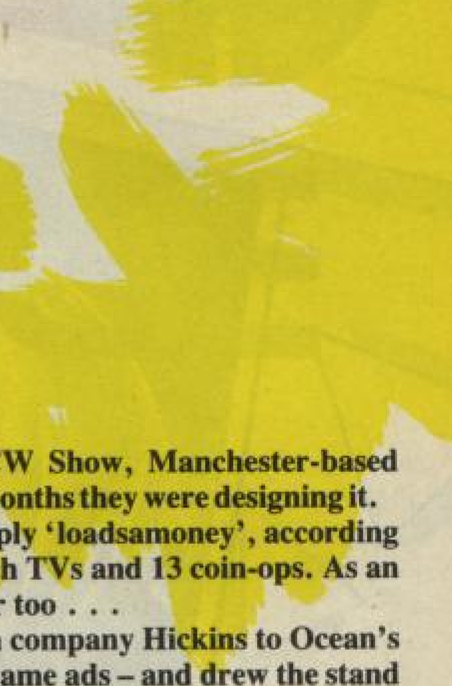
Level 9 Computing

Adventure specialists Level 9 have joined new label **Mandarin Software** for a game set in the days of King Arthur – *Lancelot*, due to be shown across 12 formats at the PC Show.

They're calling it a 'faithful interpretation' of a 500-year-old tale written by Sir Thomas Malory.

Gnome Ranger II, sequel to the popular and amusing *Gnome Ranger*, will be there too.

They're calling it a 'faithful version' of the 500-year-old tale



Godfrey Ticket, the kleptomaniac: Godfrey was at the PC Show yesterday, and he's coming again tomorrow. He takes every brochure, poster and pamphlet within reach, and stuffs the pulped equivalent of a mature pine tree into carrier bags every 15 minutes. His revolting school blazer is covered in promo stickers, there are several cardboard hats on his head, and his filthy spectacles are held together with sticky tape. Godfrey doesn't actually own a computer.



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your life
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The Mad Mix Game by Toposoft © 1988. All rights reserved.
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And most importantly, The Pepsi Challenge Mad Mix Game has been specially selected to lead the Pepsi/U.S. Gold Computer Challenge Series... and if you want to know more about this opportunity, watch the press for details *(better still, buy one and gain entry to the most exciting challenge of the century).*

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FEELING LIKE A MILLION DOLLARS



Lift-off . . . As you grip the bar, your eyes focus on the massive screen and your fellow travellers disappear into the darkness around. The g-forces seem to push your straining back deeper and deeper into the seat as the fighter zooms off the aircraft carrier's deck, reaching 150 miles per hour in just a few seconds.

Don't look down – or is it up? Suddenly the fighter soars in a tight curve as the sleek black profile of an enemy combat plane edges into view.

Now your whole concentration is fixed on the target as it grows closer, spitting flame, coming into the sights, and then there's a muffled roar as your own cannon release their deadly missiles into the rain-whipped air and in the heat of action you forget your white-knuckled hands instinctively gripping the bar for dear life, forget the 13 other crew members, forget the tens of thousands outside in the crowded PC Show extravaganza. For this is Super X.

The simulator can recreate any experience with the help of computer images and motion

Millionaircraft

It cost a million dollars to build and it can give you a million different joy rides, from deep space to deep-sea submarining. The Super X Prokon

WE'LL SEE YOU THERE . . .

Newsfield Publications

Regular visitors to the show will already be familiar with Newsfield's informal stands, where magazine readers can chat to the people behind the pages. This year on Stand 3434 there will be an even better opportunity for meeting the reviewers on the greatly expanded stand space with its specially-designed lounge area.

Of course you'll also be able to browse through the exciting items on our sales counter, including all the latest issues and hard-to-get back numbers.

Grab a chance to look through FEAR magazine, too, if you're into horror, science fiction or fantasy films and books, and expect to see some tantalising glimpses of MOVIE, Newsfield's latest monthly, devoted to films on video – all the latest releases at the cinema, video clubs and shops.

And don't forget the first-ever British exhibition of computer art, organised by Newsfield and displayed on our stand from morning to night.

If you want details of when and where to see the National Computer Games Championship finals, played throughout the three days of the show, just pop over to the stand and ask. We hope you enjoy the 1988 Personal Computer Show!



Cascade are providing plenty of giveaways such as posters

Cascade

L-l-l-l-look out! The star of British software house Cascade's stand will be the *19* arcade combat game, now set for launch on September 3.

And the military atmosphere of *19*, set in the Vietnam war about 20 years ago, will be dramatically created by an army of six-foot-high cutout figures.

The game will be available to play – and buy at a specially reduced rate. And no doubt the Paul Hardcastle song *19* will be deafening . . .

Also featuring on the stand is Cascade's budget label **Game Busters**, with all games on sale.

Being generous sorts, Cascade are providing plenty of giveaways such as posters to anyone who visits the stand.

GAMES FOR THE BRAIN

CDS Software

Are you tired, listless, dozy? Do you find no challenge in life?

Don't panic. Games for the brain from CDS include three brand-new versions of *Colossus Chess 10*, to be launched at the show.

All three versions have been fully revised in both play and graphics and improve on the 8-bit *Colossus Chess 4*.

And someone's set for a lucky day – well, an Atari ST at least – when the winner of a national chess competition is summoned to CDS's stand to receive their 16-bit prize.

This year about 400



simulator, featured exclusively at the PC Show by US-based simulation software house **MicroProse** on one of their two stands, can recreate any experience with the help of computer-generated images and realistic motion – pitching, tossing, turning, rising, falling, rolling.

And the key is a single video disc.

Built by a British firm in Poole, Dorset, the four-ton Super X craft creates the illusion of flying or diving through a subtle combination of 'sensation cues' – sound, vision, and three-dimensional movement.

The video disc produces full-colour computer graphics on a six-by-four-foot screen in the capsule's nose, coordinated with film projections and a lifelike soundtrack played through loudspeakers inside the 14-seater craft.

At the same time, the 30-horsepower fibreglass craft moves in three dimensions – up and down, back and forth, and sideways – suspended on hydraulic legs 15 feet above its secure concrete base. The actual movement is small and safe, but it doesn't feel that way!

Finally, the Vibrosound system synchronises the soundtrack and movement for maximum realism, and the air inside the capsule circulates at a high speed to add to the dramatic effect of motion.

Specially-produced video discs can produce effects for any experience, from landing a jumbo jet to waging battle in a tank. Rides last about three minutes – enough for all but the strongest nerves!

There's a muffled roar as cannon release their deadly missiles

That's the ticket

The Super X Prokon is on one of MicroProse's two stands throughout the PC Show. To get your pass for the ride of a lifetime, buy *any* MicroProse product from any WH Smith shop between August 16 and September 12.

Now hold tight . . .



Ultimate trip: the 14-seater Super X Prokon

checkmaters entered the BBC TV *Colossus*/Ceefax Chess Tournament, run with the British Chess Federation.

Better luck next year for the 399 who didn't quite make it – this year's champion will play several games against the computer to show how it's done.

Other titles from the CDS range featured on their stand will include *Bridge*, *Mah Jong*, *Casino Roulette* and *Brian Clough's Football Fortunes*.

CDS's sister company **Blue Ribbon** will also appear to show off their new budget games.



The chess champion will play the computer

WHERE BIG IS BEAUTIFUL

Atari

The largest stand at the PC Show goes to American-based hardware giants Atari – but it's not just little grey boxes, because over 100 different software titles will be on display.

There'll also be games-playing competitions with computers as prizes.

A 618m² small town consisting of four tented 'Atari villages' spans the three sections of the show, and also features other firms producing equipment for the Atari line.

And Atari say they'll announce 'a brand new development in personal computing' at the show, as well as a MIDI section 'which highlights why the Atari ST is winning so many friends in the music industry'.

A spokesman reels off the list of goodies on display: 'We'll be showing all the latest VCS2600 games with consoles, the XE [8-bit games system] and the ST, the Abaq [a workstation using fast Transputer chips], desktop publishing . . . and a few surprises up our sleeves.'

However, there will be no retail sales of Atari machines.

Atari always take a high profile at the September show, and are also among the few micro firms to exhibit at major events outside the computer field – for instance, the Motorfair, also held at Earls Court.



Atari: the biggest stand, across all three sections



PLAY IT AGAIN, SPAIN

Dinamic

The game's not over yet for Spanish software house Dinamic – *Game Over II*, sequel to the year-old **Imagine** title, will be released across six formats on their stand.

And the medium-sized ($27.5m^2$) stand represents Dinamic's first foray into Britain as software publishers.

Until recently, the Spaniards had simply licensed UK houses to release Dinamic's software (such as *Army Moves* and the original *Game Over*) on their own labels.

But now fast-growing Dinamic plan to release three to five titles under their own name in the 12 months starting September. And the first will be *Game Over II*, for Spectrum, Commodore 64, Amstrad CPC, MSX, Atari ST and IBM PC-compatibles.

Game Over II will be released across six formats on the stand

Incentive Software

With the two major Freescape games *Driller* and *Dark Side* enjoying major success on the 8-bit formats, the all-new improved Atari ST and Amiga versions will be ready to play on Incentive's stand.

The games are obviously faster on 16-bit machines, and extra features take full advantage of the more powerful machines.

Incentive are also planning to announce their Christmas game at the show, taking Freescape a step further . . .

Ram Electronics

Ram Electronics have a medium-sized – $42m^2$ – stand featuring their complete range of peripherals. **DK'Tronics** products will also be on display – Ram bought the company late last year.

All the Ram/DK'Tronics equipment, including the popular Spectrum add-ons Ramprint and Music Machine, will be on sale too. And the Hampshire company promise some special offers.

The company promise some special offers

Anco Software

The purveyors of *Strip Poker II* are attending this year's PC Show with a hands-on display of all their latest games – and previewing some titles to be released in the immediate future.

A selection of computers – at least six – will be available to give all visitors the chance to try before they buy.

CECCO THIS OUT!

Hewson Consultants

Though Hewson's stand won't be as big as last year, the Oxfordshire-based company will still be there in force with a host of new products for all visitors to play.

The line-up includes *Eliminator* from John Philips and *Asteroth* (previously titled *Asmodious*).

There's also *Stormlord* (Raffaele Cecco's new product) – and besides those full-price titles there's more from Hewson's budget labels, Rack-It and Rebound.

There's also Raffaele Cecco's new product

SWISS CHAMP

Linel

Swiss software house Linel, producers of *Crack Starring Herbie Stone*, are attending the show with a wealth of previews illustrating their planned releases for the rest of 1988 and early 1989. All the young programmers' games will be on the stand, loaded and ready to play.

Among these are *The Champ*, a boxing arcade/strategy game; *Dragon Slayer*, the second Herbie Stone title; and *Solaris*, a sporting game. And for strategists there'll also be *Kaiser* and *Crown*.

But it seems only *The Champ* will be available for purchase.

All the games will be loaded ready to play

The company expect to have up to 12 different joysticks on show

Euromax Electronics

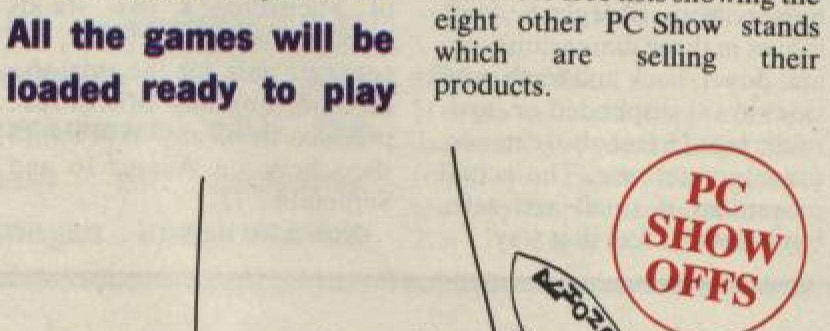
Peripheral manufacturers Euromax are thinking big – they plan to launch up to five new joysticks from their small stand!

'We will be exhibiting at least three new products for the coming season,' says Euromax's Sue Fowler.

And that's in addition to the present range, including the popular Euromax Professional. All told, the company expect to have ten to 12 different joystick styles on display.

The $9m^2$ stand will be too crowded for joystick sales, though, so Euromax will distribute free lists showing the eight other PC Show stands which are selling their products.

PC SHOW OFFS



Angie Sweet and Pattie Cake, the software promotions girls: Angie and Pattie know nothing whatsoever about computer products, which is why they have been hired for the show to promote them. They are dressed in suitable clothing for the searing heat of the exhibition jungle, such as bacofoil, Perspex or Wookie-fur, and have wide smiles riveted to their faces, deodorised cleavages and sore feet. Next week they will be promoting armoured personnel carriers.

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PC 1640 S/D mono	**£429.00**
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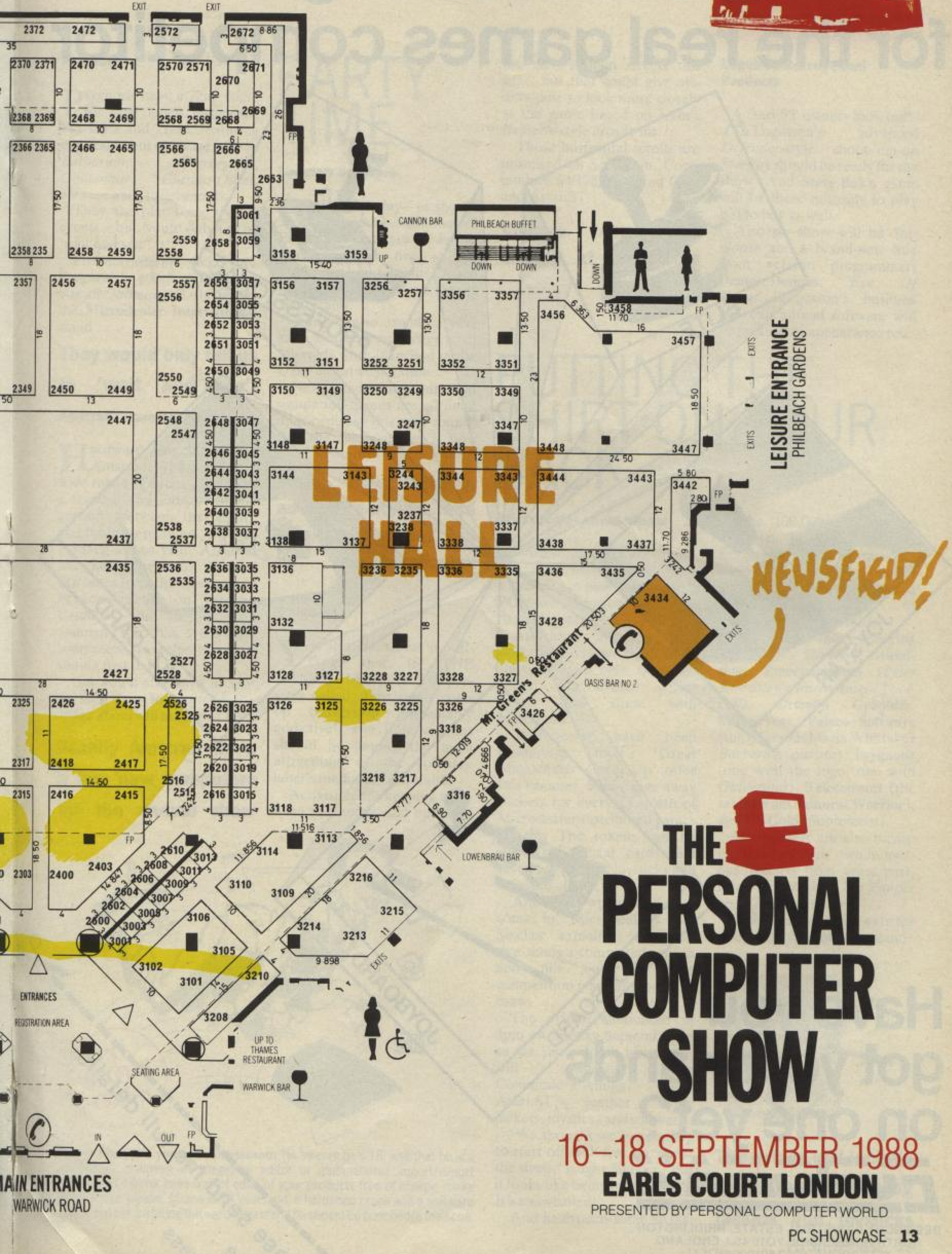


FLOOR PLAN KEY

- FP — FIRE POINT
- GENTLEMEN
- LADIES
- TELEPHONES
- BAR
- BALCONY
- COLUMN

THIS PLAN IS SUBJECT TO ALTERATION





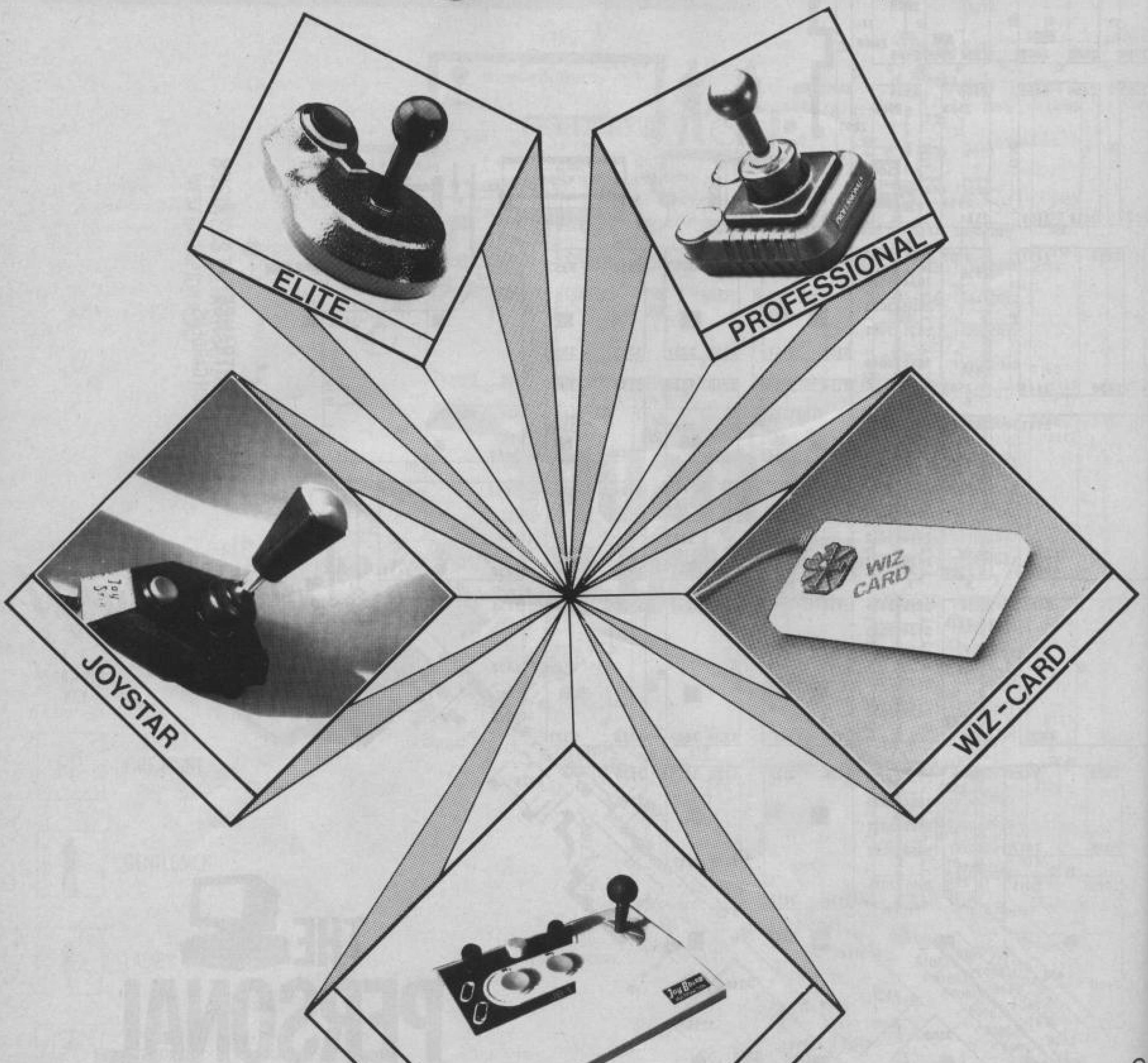
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Psygnosis

Psygnosis have a $72m^2$ stand for their labels Psygnosis, **Psyclapse** and **Triad**, featuring entertainment software such as *Barbarian*, *Terrorpods*, *Obliterator*, *Chrono-Quest*, *Menace* and *Aquaventura*.

They also plan some special events – but would only tell us 'wait and see'!

Probably one way to get into Psygnosis's good books is to buy an *Obliterator* T-shirt from the **Microdealer International** stand . . .

They would only tell us to 'wait and see'!

Amstrad Consumer Electronics

Hardware manufacturers Amstrad, who produce a wide range of micros, will have a stand in the show's 'middle ground' between the leisure and business sections.

Much as last year, Amstrad will have their full line of machines from the Spectrum to PC-compatibles on display. Usually the Essex-based company also has a few new computers revealed on the show's first day.

But you'll still have to visit the high street to get them – the $450m^2$ stand will make no sales.

Usually Amstrad have a few new computers for the annual show

PARTY TIME

Loriciels Software

Happy birthday – or should that be *bon anniversaire*? French software house Loriciels turns five at the PC Show, and plans some special birthday events on its $50m^2$ stand.

And it's also exactly a year since Loriciels and sister label **Microids** were launched in the UK – at last year's show.

New arcade, adventure and simulation games are all lined up for release this time round. But the teasing French firm won't say more!

Many new arcade, adventure-style and simulation games will be on display

Activision

You just can't beat it – *R-Type*, that is. THE GAMES MACHINE's preview called Activision's coin-op conversion 'unbeatably addictive', and four versions should be among the main attractions of the software label's medium-sized stand.

Activision are keeping away from the hustle and bustle of the show's main streets this year, but that could give visitors time to look more closely at the game based on **Irem**'s *Nemesis*-style arcade hit.

Those horizontal scrolls are promised on Spectrum, Commodore 64/128, Amstrad CPC and Atari ST.

Visitors can look closely at the game

Logotron Recreational Products

Atari ST owners look out – Logotron's advanced *Defender*-style shoot-'em-up *StarRay* should be ready for the show. And **Steve Bak**'s game will be there not only to play but to buy as well.

Also on show will be *Star Goose* and a brand-new title from veteran programmers **Denton Designs**, *Eye Of Horus*. Logotron's business and educational software will be making an appearance too.

PUTTING THE SHIRT ON YOUR BACK

Microdealer International

Software distributors Microdealer International have something to hide at this year's PC show – the winners of more than 40 prizes!

And they're concealing them under an exclusive range of T-shirts on sale only from the $180m^2$ Microdealer stand, which they share with **Mirrorsoft**.

Microdealer have been promoting their 'Great Microdealer Cover-Up' offer this summer. Shops give away stickers for every £5 worth of Microdealer-distributed games bought. The tokens can be stuck on special cards and saved toward free joysticks and software.

And that's where the prizes come in. Microdealer's Les Sinclair explains: 'Anybody that sends a completed card in and fills out a simple competition goes into the prize draw.'

The prizes, announced at 3pm on Sunday September 18 as the show draws to a close, will include a Commodore Amiga, an Atari ST, leather flying jackets, joysticks and software.

'We thought we were going to start off with five prizes for the show,' laughs Sinclair, 'but it looks like being more like 45. It's snowballed!'

And he expects some 30,000 of the 100,000 cards to be returned in time for the PC Show draw – so if your one-in-666 chance of a prize doesn't deliver the goods, console yourself with one of Microdealer's 12 T-shirts.

There are T-shirts featuring **Elite** (*Space Harrier*), **Grandslam Entertainments** (*Peter Beardsley's International Football*), **Gremlin Graphics**, **MicroProse**, **Palace Software** (the infamous Maria Whittaker *Barbarian* picture), **Psygnosis** (one with the logo, one with *Obliterator*), **Telecomsoft** (the rabbit from **Samurai Warrior**), and **US Gold** (fluorescent).

Microdealer are also reissuing three of their own humorous T-shirts from years past, titled *The Hacker*, *The Zapper* and *The Adventurer*.

There will be no software for sale on the Microdealer stand.



The prizes will include an Amiga, an ST, flying jackets and joysticks



Duane Pipe, the young businessman: He swears he's 18, and that he is a well-known reviewer (or magazine editor or multinational import/export dealer) and can he have one of each of your products free of charge, make that a dozen please. Duane is 13 years old, a hardened crook and a software pirate, and before being thrown off the stand he should be punched in the acne.

GIVE OUR REGARDS TO EARLS COURT



Be a part of it, New York, New York . . . new software house The Big Apple Entertainment are trying their best at the PC Show with a 100m² stand of skyscrapers and city streets.

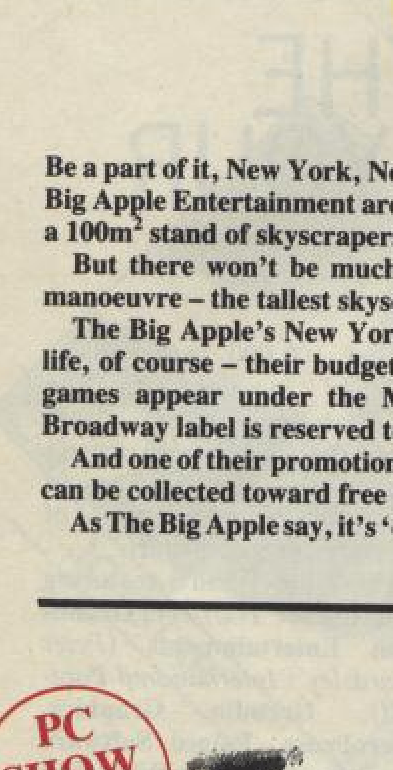
But there won't be much room for any visiting Supermen to manoeuvre – the tallest skyscraper is just 8m (26 feet) high!

The Big Apple's New York theme also shows in their everyday life, of course – their budget label is called Brooklyn, their 16-bit games appear under the Manhattan Transfer mark, and the Broadway label is reserved to show off special software.

And one of their promotions is the Billy Bronx Club where tokens can be collected toward free gifts like records, CDs and videos.

As The Big Apple say, it's 'entertainment in a Broad way . . . '

PC SHOW OFFS



Dave Bomber, the computer journalist: Dave is unemployable, which is why he calls himself a freelance. He is also a bore, a liar, a thief and a dedicated beer-swiller. Dave carries a Z88, a minicassette recorder and an invisible machine which can locate a free drink from 500 paces. Anything you tell him in strict confidence will appear in print next week, and anything that you don't tell him will be made up anyway.

EVEN CHEAPER AMIGAS

Megaland

Amiga fans only just recovering from the joy of the price cut will have more to faint over when they see mail-order firm Megaland's stand – Commodore Amigas A500s for just £349 (including VAT) plus the voucher from *PC Showcase*! That's £50 less than the new price in the shops.

Though measuring just $12m^2$, Stand 3003 will be crammed with Commodore 64s and Amigas, printers, extra disk drives, disks, 'hard cards' (add-in hard disks) and useful PC peripherals, all for sale across the counter.

The Megaland people have been in mail order for a long time, but they've only just entered the computer world – and with a vengeance. Their full line will include Atari hardware, Commodore and Samsung PCs, and printers: Star, Epson, Amstrad and Citizen.

They've entered the computer world with a vengeance

The Big Apple Entertainment

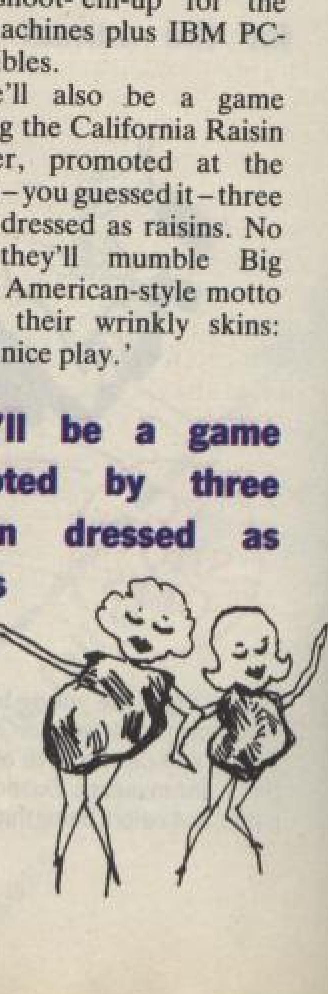
If you're still shouting out that four-letter word, you obviously haven't mastered the puzzles of Big Apple Entertainment's first game *Oops!* – and they'll have a host of challenging new releases to keep the !★#s flying on their 100m² stand at the PC Show.

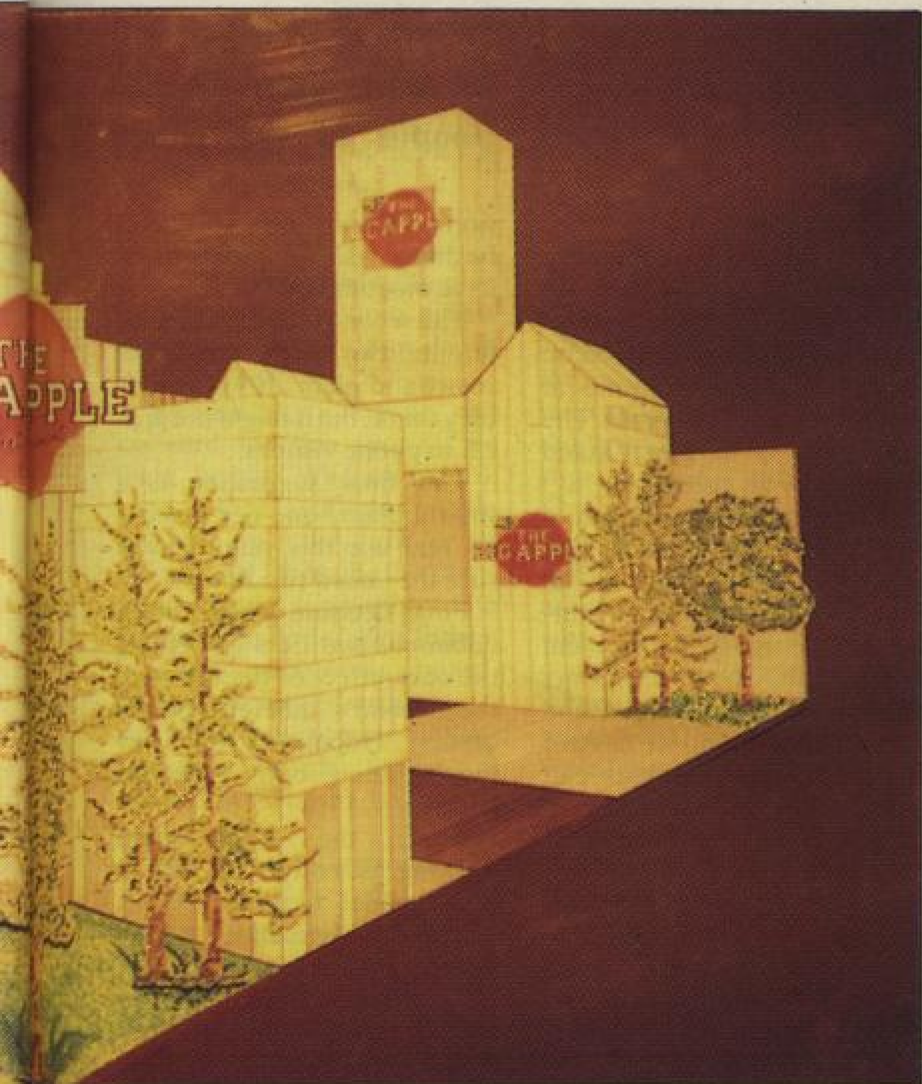
The Big Apple, formed earlier this year, plan to release 36 titles in their first 12 months – 24 at £1.99, the rest full-price.

The promises include *Delphian* – an 'epic shoot-'em-up' for Spectrum, Commodore 64, Commodore Amiga and Atari ST – and *Neutron*, a space shoot-'em-up for the same machines plus IBM PC-compatibles.

There'll also be a game featuring the California Raisin character, promoted at the show by – you guessed it – three women dressed as raisins. No doubt they'll mumble Big Apple's American-style motto through their wrinkly skins: 'Have a nice play.'

There'll be a game promoted by three women dressed as raisins





OW!

Grandslam Entertainments

Bruce Lee packs a grand slam and Grandslam Entertainments are packing plenty of copies of *Bruce Lee: Enter The Dragon* for their 60m² stand.

Also there from Grandslam - formerly Argus Press Software - will be *Espionage* and *Pacmania*.

Grandslam had originally planned not to attend but changed their mind after looking at that line-up. 'We've got a lot of strong product and the place for that is on the floor,' boss Stephen Hall has said.

They'll also have details, though not finished versions, of *Saint And Greavsie*, *Thunderbirds* and a new Arnold Schwarzenegger movie licence.

Grandslam had planned not to attend but changed their mind



Bjorn Bölleurks, the foreign dealer: Bjorn wears a grey suit and a blonde haircut, and has a black embossed business card made of thin slivers of fir tree. He places very large orders for all the peripherals in sight, and takes an hour and a half of your life discussing international money orders, Scandinavian VAT rates, and dealer discounts. After carefully writing everything down and shaking your hand, he seriously departs. You never hear from him again.

THE HOUSE THAT MASTERTRONIC BUILT

Set up a table, cover with tablecloth, garnish using computer, monitor and keyboard, season to taste with joystick and serve up on a piping hot bed of new games. Total preparation time: approximately 30 minutes. Total cost: under £100.

Times have changed; there's a lot of difference between the typical 1983 ZX Microfair recipe above and the highly sophisticated and complex banquet of the PC Show 1988. It's an annual headache most major companies now face as summer progresses toward autumn. How do they go about it?

Mastertronic's Rachel Davies provided some answers.

London, May 1988: Mastertronic have been planning for their presence at the PC Show almost since the last one finished in mid-September 1987, and now decisions on how to do it must be taken.

'There are two points to consider: first, what is our objective and what can we hope to achieve by having a stand at the PC Show?

'The Mastertronic group has four divisions, Melbourne House, Sega, Arcadia and Mastertronic itself; do we have four separate stands, establish a corporate identity or have a combination of one stand with four separate elements to it?

'Mastertronic is a far bigger group than ever before – we're up with the big boys now and have to have a stand which represents our up-market image of a top-grade software house. And what if we don't go? – yeah, we'll save a lot of money, but how will that reflect on our customers' view of Mastertronic?'

Decision taken?

'Right,' Rachel continues, 'we're going to the show but how much is it going to cost us? A budget has to be decided on – at the moment it stands at around the £70,000 mark. The next stage is to get a stand designed by an agency.

'We provide them with a short brief giving them an idea of what Mastertronic is all about and what the target market is. One significant problem with the PC Show is the fact that it is both a trade show and a public show – and we have to ensure we appeal to both elements.

It all ends in tiers

Two weeks later: Mastertronic are presented with three initial visual designs.

The first is a noisy two-level affair set in Aladdin's cave, with dark passages, lots of monitors and soundtrack excitement. An instant decision: it's too noisy to attract business visitors, let alone to have meetings on the stand.

'We have to look good to more than 80,000 people at the show'

The second is completely different: two tiers again but smart and plain. It's effective, they think, but it might not appeal to public visitors.

The final suggestion is a smart, plain, one-tier stand – no real use this year, they're sure they need two floors.

Final decision (they think): definitely two tiers combining the cave effect of the first with the second's quieter upstairs offices. Hopefully that way they'll keep both elements happy.

Next, the design-board drawing is converted into a scale model from which it's easier to visualise what's needed and estimate costs, not only for stand construction but also for all the additional bits such as plugs, sockets, monitors, desks, light bulbs . . .

Powerplay

What's thick, black and worth grabbing at the PC Show? Powerplay's new Black Cruiser joystick, that's what – priced at just £9.99 (including VAT) it's one of two new models to be revealed on the 14m^2 Stand 3027.

There's also the new Clear Instant Auto Fire Cruiser at £12.99, and if like us you think Instant Auto Fire sounds a bit uncontrollable just listen to Powerplay's description: 'Simply by keeping either of the FIRE buttons pressed down you will be in autofire, release and you will be back into normal fire.' It's their first autofire model.

Powerplay's Cruiser range of joysticks, based on sensitive microswitches, can move in eight directions and have three settings – extra sensitive play, normal play and firm play – to suit individual games and gamesters.

They can be attached to a tabletop with four firm suction feet or sit comfortably in the hand.

The latest, the Blue Cruiser, is available now for £9.99 at major computer shops including WH Smith.

They have three settings to match individual games and players

Mastertronic

Budgeteers Mastertronic are making the highlight of their PC Show a full-price label – naturally, their very own **Melbourne House**.

But that starring role is no surprise because the arcade machine of *Double Dragon* and previews of the Melbourne House conversion will be there to play and drool over.

For games-players with dedication, **Sega** – manufacturers of the Master System dedicated console, now a year old – are also attending the stand with all their latest software and hardware.

And of course there'll be the usual array of Mastertronic's titles for all major home computers, from their full range of labels: the eponymous Mastertronic itself, **M.A.D.**, **Bulldog**, **Entertainment USA**, **Entertainment USA 5 Star**, **Ricochet**, **Americana** and the **2 On 1** disk range.

Now they're doing 16-bit budget for the Commodore Amiga, Atari ST and IBM PC-compatibles, too.

Sega will also be attending with their very latest products

Infogrames

Infogrames go heavy on the 16-bit this year, with their fellow French labels **Ere International**, **Cobrasoft** and **Command** featuring products for Commodore Amiga, Atari ST and PC-compatibles as well as the 8-bits.

Games on the 64m^2 stand will include *Captain Blood* (for ST, Amiga, PC, Commodore 64 and Amstrad CPC); *Bubble Ghost* (ST, Amiga, PC, C64); *Action Service* (ST, Amiga, PC); and *Operation Neptune* (Amiga, ST, PC).

There'll also be *Hostages* (ST, Amiga, PC); *North & South* (ST, Amiga, PC); *Warlock's Quest* (Amiga, C64); and *Macadam Bumper* and *Spidertronic* (both for Amiga).

Need we say more?

PACKED OUT!

Softek International

Life on The Edge doesn't seem hard when you've got four labels and a host of new games to choose from –



Rachel explains: 'Whether we take this design is decided through a process of long meetings, and at the moment it's too early to say exactly if this is the design we'll be using.'

The morning after

Decision time is over, the plan is complete, it's only a few weeks to the show. How do we look, Rachel?

'Egotistical! That's the keyword for this year – 'be there, be big!' We have to look good to the 80,000-plus people who turn up at the show.'

Suddenly, though, the plans are changed – someone's come up with a far better idea and it's back to the old drawing board. Such is the way of exhibitions, and we all have to wait till September when the wraps are taken off the finished construction.

And for Mastertronic the 1989 show will only be 12 months away. Just time to plan for an even bigger presence next year, cope with a new set of design problems and allocate a still larger budget to keep their games in the public's eye . . .

DISCOVER THE GAME OF THE YEAR

THE BRITISH PERSONAL COMPUTER AWARDS 1988

CRASH and ZZAP! 64 readers have always had their own chance to vote for each year's best game, and visitors to the PC Show will be the first to hear of another prestigious prize – the Game Of The Year in the **British Personal Computer Awards**.

The winner will be announced on September 14, when the show starts for the computer trade, and no doubt when the public doors open on September 16 the lucky software house will be only to keen to tell you who they are!

Finalists are:

- **Mastertronic**'s *Xenon*
- **Incentive**'s *Dark Side* (the *Driller* sequel)
- **Rainbird**'s adventure *Corruption*.

Many of the British Personal Computer Awards' ten categories are for business equipment, but there's also a prize for the best home/small business computer, with three finalists:

- **Cambridge Computer**'s Cambridge Z88, the laptop launched last year by Spectrum creator Sir Clive Sinclair.
- **Dell Computer**'s Dell System 220, a PC-compatible
- **Amstrad**'s portable PPC512/640.

There were over 100 entrants for the ten awards . . . more news in September!

plus a 'special show competition and show offers'.

Optimistically describing their stand size as 'adequate', the people at Softek International – publishers of **The Edge**, **ACE** (a new brand for coin-op conversions), **Micro Selection** and **Softechnics** labels – promise it will be packed with new games at budget and full-price.

Apparently they'll include 'some of the hottest licences of '88' – and remember, this is from the group who brought you *Garfield* . . .

Find out more on Stand 3443.

They'll have 'some of the hottest licences of 1988'

Tynesoft

Is it a bird? Is it a plane? Is it a tightrope-walker? No, it's Tynesoft – the Newcastle-based software house will have *Superman – Black Monday* and *Circus Games* at the PC Show.

Their small triangular stand will include a booth where visitors can sit and play the ST version of *Superman – Black Monday*.

And 8-bit users as well as 16-bitters can have their time in the ring with *Circus Games* – the events include lion-taming, tightrope-walking, trapeze and bareback horse-riding, interspersed with clown acts.

Goliath Games

Goliath was a giant but his new software namesakes are squeezing into a small section of the **R&R Distribution** stand with their first game, *Tracksuit Manager*.

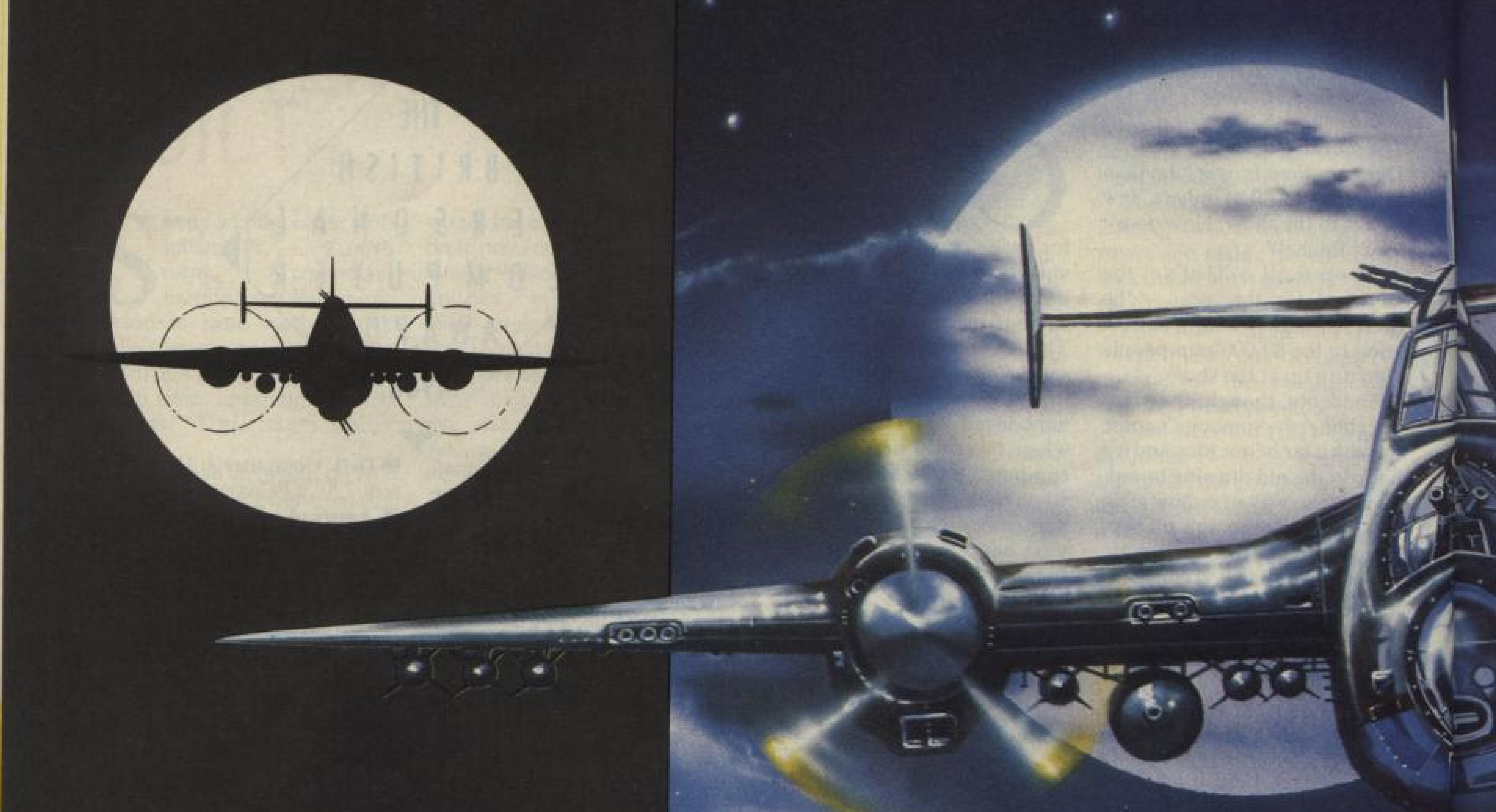
No, it's not a laundry simulation – *Tracksuit Manager* is another version of the tried and tested football-management genre, from the creators of *The Double*.

Goliath's hosts R&R are the people who also own **Alternative Software**.



Randy Korner and Honor Bach, the celebrity endorsements: Randy has recently appeared in the tabloid newspapers, the High Court and the latest naff sports simulation, where his six-foot-three-inch athletic prowess is represented by a crummy little sprite. Honor has also recently appeared in the tabloid newspapers, the divorce court and the latest soft-porn computer-game poster which has nothing to do with the product it advertises. They have been hired by desperate software houses in the hope of appearing in every single report about the PC Show. Which is exactly what happens.

Against a silver moon ... an awesome shape emerges ... rumbling towards its destiny.



NIGHT RAIDER

Screen shots fromatari S



STRATEGY



SIMULATION



CBM 64/128
£9.99 cassette £14.99 disk

Amstrad
£9.99 cassette £14.99 disk

Atari ST
£19.99 disk

IBM
£19.99 disk

£

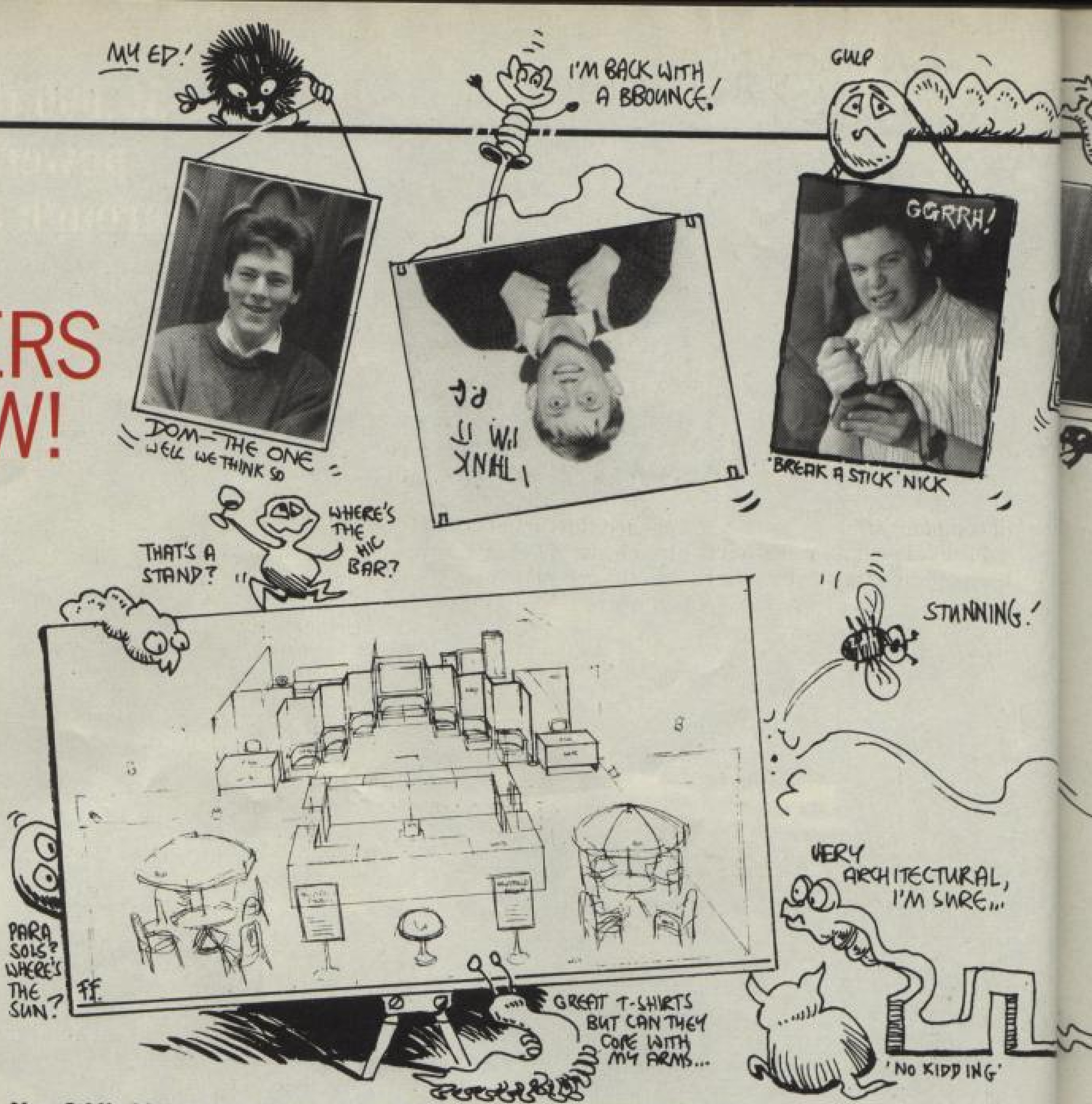
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Gremlin Graphics Software Ltd., Alpha House, 10 C



50,000 tons of awesome power knifes its way through an ink black sea!
Atari ST Version.
ACTION
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NIGHT
RAIDER

TAME REVIEWERS ON SHOW!



Newsfield's biggest ever stand: drop by to meet reviewers and programmers

In past years, the throng of readers struggling to get to talk to writers and reviewers on the Newsfield stand has all but overwhelmed the staff! So at this year's PC Show, Newsfield – publishers of CRASH, ZZAP! 64 and THE GAMES MACHINE – are taking their biggest ever stand, measuring over 30 x 40 feet, in an attempt to accommodate visitors more comfortably.

It's split into three distinct sections: at the front a lounging area centred on two tables with umbrellas, in the centre the

Computer art will be shown to a background of music by Jon Bates

MicroProse Software

Fear of flying needn't keep you away from MicroProse's two stands – besides the stomach-turning Super X everything-simulator (see feature page) they've got enough software and peripherals to keep any landlubber's head in the clouds.

The American simulation specialists will be riding high on Stand 3227 with such eagerly-awaited titles as *Red Storm Rising*, *F-19 Stealth Fighter* and *Covert Action*.

And for Spectrum sim fans, MicroProse promise *Airborne Ranger*.

For those with their feet on the ground, there'll also be a soccer game – first of MicroProse's new series of sports sims – and a range of titles specially designed for IBM PC-compatibles (including the popular Amstrad models).

But even MicroProse couldn't pack such a large stand without a little help from their friends (or 'Joint Venturers' as they call them).

So **Origin Systems** are pitching in with finished versions of *Ultima V* and *Times Of Lore*, a sneak preview of *Space Rogue* – and an all-new game with the working title of *Battle Tank*, which they slaver 'will make programmers and gamers alike drool'.

Cosmi will be there, too, to show the serious business of adventure – *The President Is Missing* (good job they're electing a new one – Ed), *Defcon 5*, *Navcom 6*, *Inside Trader* and *Corporate Raider*.

Finally there's **Suncom**, stars of American joysticks and peripherals, with 12 new products. They're promising a 'variable autofire' joystick (the digital Tac 50), a PC graphics tablet for less than £100, and a series of analogue joysticks – using, they claim, 'technology developed for deep space probes'. And that brings us back to Super X . . .

They'll have the first of their new range of sporting simulations

Micronet 800

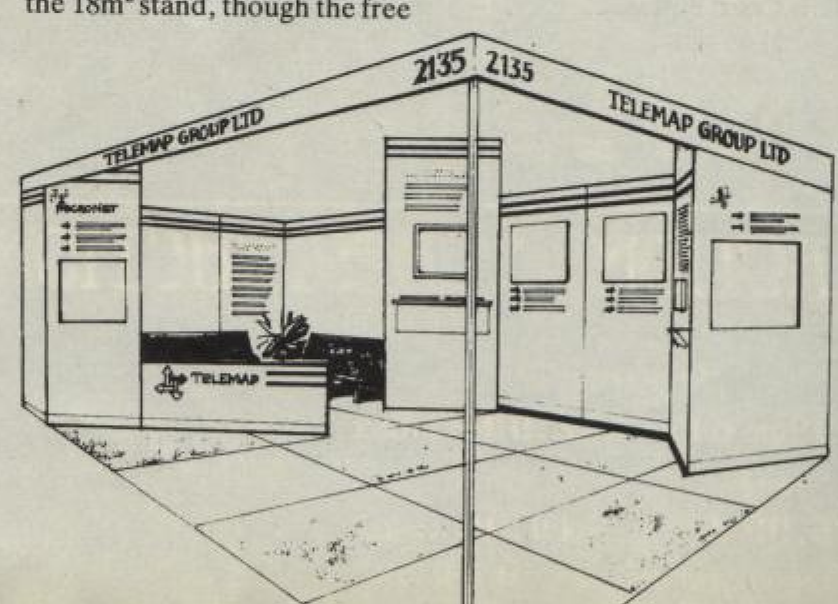
There's a computer up for grabs on the Micronet network's stand in the central section – and entry for the prize draw is open to every visitor at the PC Show, not just Micronet's 20,000 subscribers.

Features of the recently relaunched network such as Teletalk and the multiuser game *Shades* will be on display, and there may even be a chance for visitors to log on and sample the 'electronic magazine' themselves.

Networking novices can enrol as Micronet members at the 18m² stand, though the free modems which come with the startup package will not be available there. ('We'll despatch them as soon as we get back from the show,' says spokeswoman Helen Batchelor.)

Membership of Micronet costs £79 a year, and Interlink membership – which provides access to Telecom Gold – costs an extra £1 per month.

Novices can enrol as members of Micronet



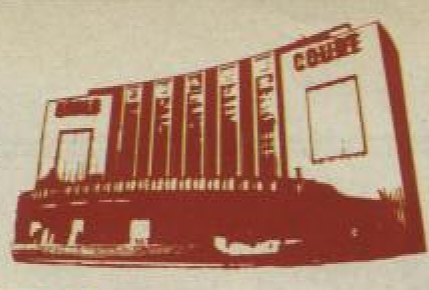


mail-order and magazine-sales stand, and at the rear a large area devoted to the exhibition of computer art.

Prints of pictures which have been selected from entries sent to CRASH, ZZAP! and TGM will be on show, hanging on the zigzag walls and framing a large *Bulletin 1000* monitor, which will also display the artworks to a background of music provided by Jon Bates.

It isn't only the magazine staff who draw the crowds round Newsfield's stand, but the chance of a rare glimpse of famous programmers and perhaps the snatched moment for a constructive argument with the likes of Raffaele Cecco, Andrew Braybrook and Stephen Crow.

And in that respect, this year's stand will be no different, but it will be much, much bigger!



US GOLD ARE FIZZY

Question: what game has had even more players than US Gold's *Out Run*? Answer: **The Pepsi Challenge** – 24 million people worldwide have shut their eyes, opened their mouths and tried to tell the difference between Pepsi-Cola and, um, a competitor you may have heard of.

But at this year's PC Show The Pepsi Challenge takes a different form – part of Pepsi-Cola's exclusive tie-up with software house **US Gold**.

Pepsi-Cola (who also produce 7-Up) are sponsoring a giant Vidiwall. The massive set of high-resolution screens measuring almost 10m^2 (bigger than many stands!) will show the live finals of the **National Computer Games Championship** as well as the latest hardware and games, all through the show.

It will be the first time a state-of-the-art Vidiwall has been seen in Britain.

And as well as that, **Bulletin 1000** – producers of the software videos seen at last year's show – will have screens all over Earls Court.

Champions

After eight gruelling heats, 12 semifinalists have been selected for the final play-offs of the US Gold/National Association Of Boys' Clubs National Computer Games Championship.

They'll battle it out on Spectrum and Commodore. The two overall winners – one for each machine – will then compete on an Atari ST for the ultimate title of Britain's best games-player. The championships are organised by *PC Showcase* publishers Newsfield.

And of course the ST game will be from US Gold's Pepsi Challenge series, which begins with *Mad Mix*!

The Birmingham-based software people are also releasing a four-game compilation with golf simulation *World Class Leaderboard*, coin-op conversion *Solomon's Key*, Capcom's *Side Arms* and Epyx's *Supercycle* – all for £4.99 if you buy the new Pepsi-Cola six-pack.

It could be one of Pepsi-Cola's biggest promotions since they snapped up superstar Michael Jackson for ads and concert tours.

Pepsi adds life

As for The Pepsi Challenge, at the doors of Earls Court you'll find a set of questions on your entrance ticket, quizzing you about the US Gold stand.

Fill in the answers, and go on to the Pepsi Challenge stand near the Vidiwall for the taste test itself!

US Gold say they sell about 60% of all coin-op conversions in Britain – and according to Pepsi-Cola, 56% of Britons preferred the Pepsi drink in the Challenge. At this year's PC Show, you can join the crowd.

AMIGA ARCADE ACTION

Commodore Business Machines

Business machines ain't half of it! Besides their extensive array of PCs, US-based Commodore will have the C64, Amiga models and games software displayed on their massive 504m^2 stand just inside the Earls Court entrance.

After walking through the stand's computer-lined reception area you'll enter the Commodore Arcade, where according to Commodore 'major software companies will be exhibiting their latest products'.

If one of the games grabs your fancy, just pop into the 100-seater Commodore Theatre where the software creators will be giving demonstrations of their work and discussing what's coming next for Commodore owners.

And if you've got a problem with your Commodore machine, don't despair – the firm say 'technical staff will be available to answer queries'.

Just pop into the 100-seater theatre

FIL

French software house FIL are attending the show for the first time this year – with a new label specially designed for coin-op licences.

And they'll be showing off their arcade action plans with six machines set for free play!

Up for conversion are *Shinobi*, *Ninja Warriors*, *Continental Circus* and three more.

Although none of the products will be available to buy at showtime, you can talk to FIL (it stands for France Image Logiciel) about their conversion plans.

They'll have six arcade machines for free play

The Gold Rush continues with a special show offer

Thalamus

Thalamus go 16-bit at this year's PC Show with exclusive previews of their forthcoming ST and Amiga games as well as new 8-bit titles.

And for Commodore 64 owners there'll also be *Hawkeye* and *Armalyte* on Thalamus's section of the large Newsfield stand.

The Thalamus **Gold Rush** continues with a special show offer – one copy of *Hawkeye* on sale at the stand will be a 'gold cassette', so the purchaser will receive a prize from Thalamus.

ZZAP! 64 readers might also have a chance to spot Dr Manfred V Flypaper of *The Thalamus Star* (shurely worth sheeing! – Ed).

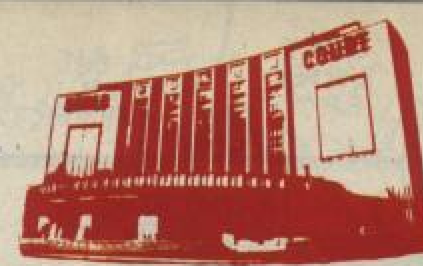


Philippa Kettle, the PR agent: Ms Kettle speaks fluent gibberish, and normally uses a telephone to batter everyone into submission. But you can pick up her trail at the PC Show by following the chewed ears, glazed eyes and spittle-flecked mouths of exhibitors. She will be wearing a well-cut suit and carrying an expensive document case full of invitations to hospitality suites and black stockings. Fortunately the deafening sound of electronic amplification will drown out her nonstop verbal assault.

PC SHOW OFFS



Owen Money, the software boss: Owen never carries cash, his chequebook is locked in the office safe and he'll sort it all out after the Show, so have a drink and don't worry about a thing. Although he has only been trading under the Cruddysoft logo since last Tuesday, his cellphone has direct dialling to 11 branch offices and a fleet of courtesy cars. Owen used to sell flavoured gum before getting into computers, but bankrupted everyone in sight when the bubble burst.



INFORMATION

■ The PC Show is divided into three halls – one for business computing, one for leisure computing (that's us and you) and one for serious home computing. The leisure area is roughly shown on PC Showcase's centre-pages map.

■ Admission is £3 per person, adult or not, and the official show guide (on sale there) is £2.

■ PC Show organisers hope to attract 100,000 people to the event – up 25,000 on last year.

■ More than half of those will come from outside the London area – so hotels and friends' floors will be crowded!

■ For details of a special PC Show offer including cheaper hotels (14% off in the example they gave us) and rail tickets (you must stay at least one night to qualify) contact Expotel on (01) 741 4441 and tell them you're going to the show.

■ Earls Court is located in an expensive area southwest of central London, near Kensington Gardens and Chelsea Football Club's Stamford Bridge grounds.

■ To get there by the red London Regional Transport buses, take a 31 or 74 going north, or a 30 or 74 going south – and tell the conductor you want Earls Court.

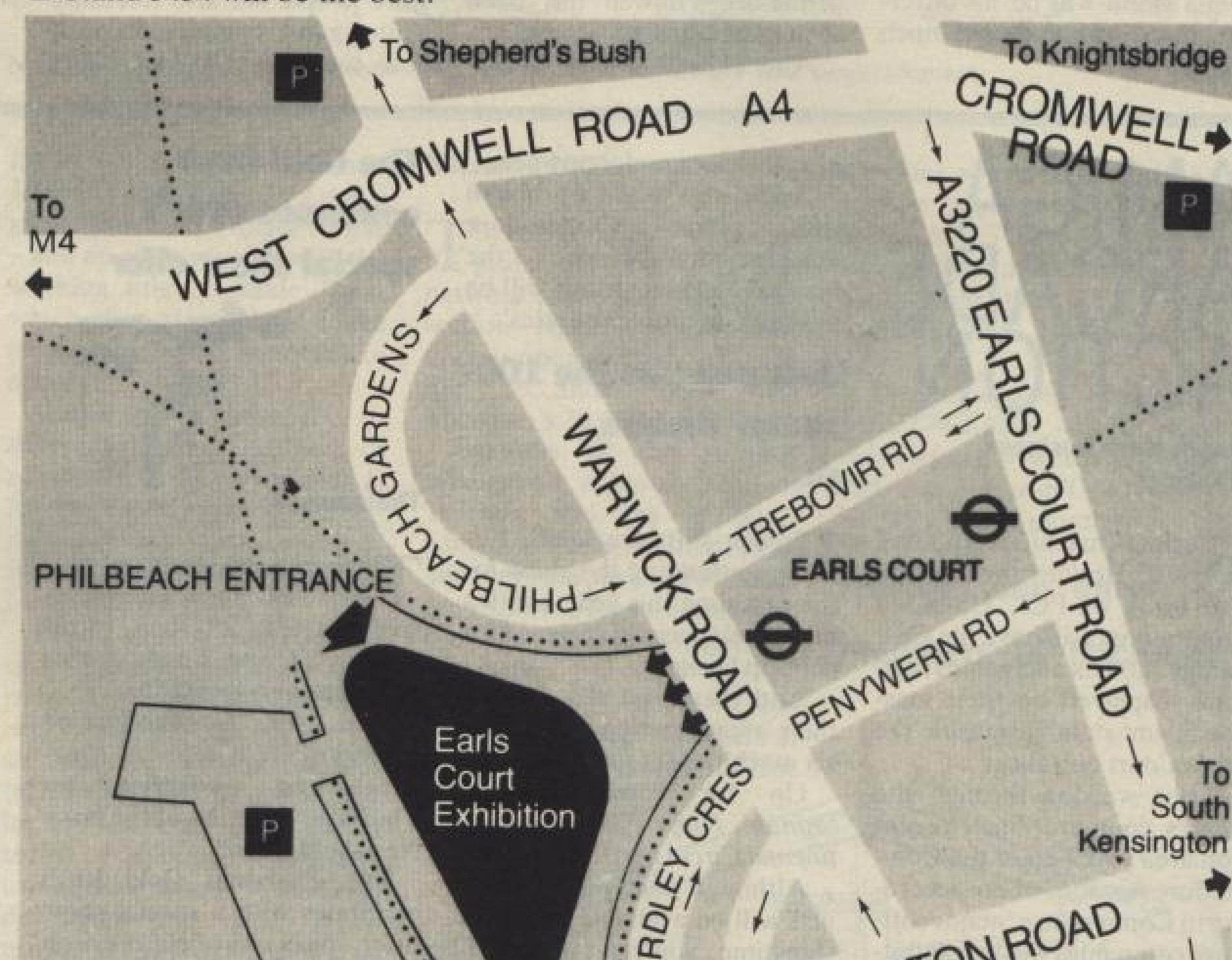
■ To get there by underground, take the District or Piccadilly line to Earls Court station – just across the road from the PC Show. Or if you're coming from Fulham or Wimbledon, get off the District line at West Brompton. It's just as close.

■ If you're a Euroenthusiast and you want to get straight there from Heathrow Airport, just hop on the Piccadilly underground line at Heathrow and you don't need to change.

■ The hall has three restaurants, a pub and a bar – and there should also be two snack bars in the leisure hall.

■ Banking facilities will be provided throughout show hours by a branch of the Midland Bank, in the foyer on Earls Court's Warwick Road entrance. You'll be able to cash cheques (with a card) and change travellers' cheques, Eurocheques and foreign currency.

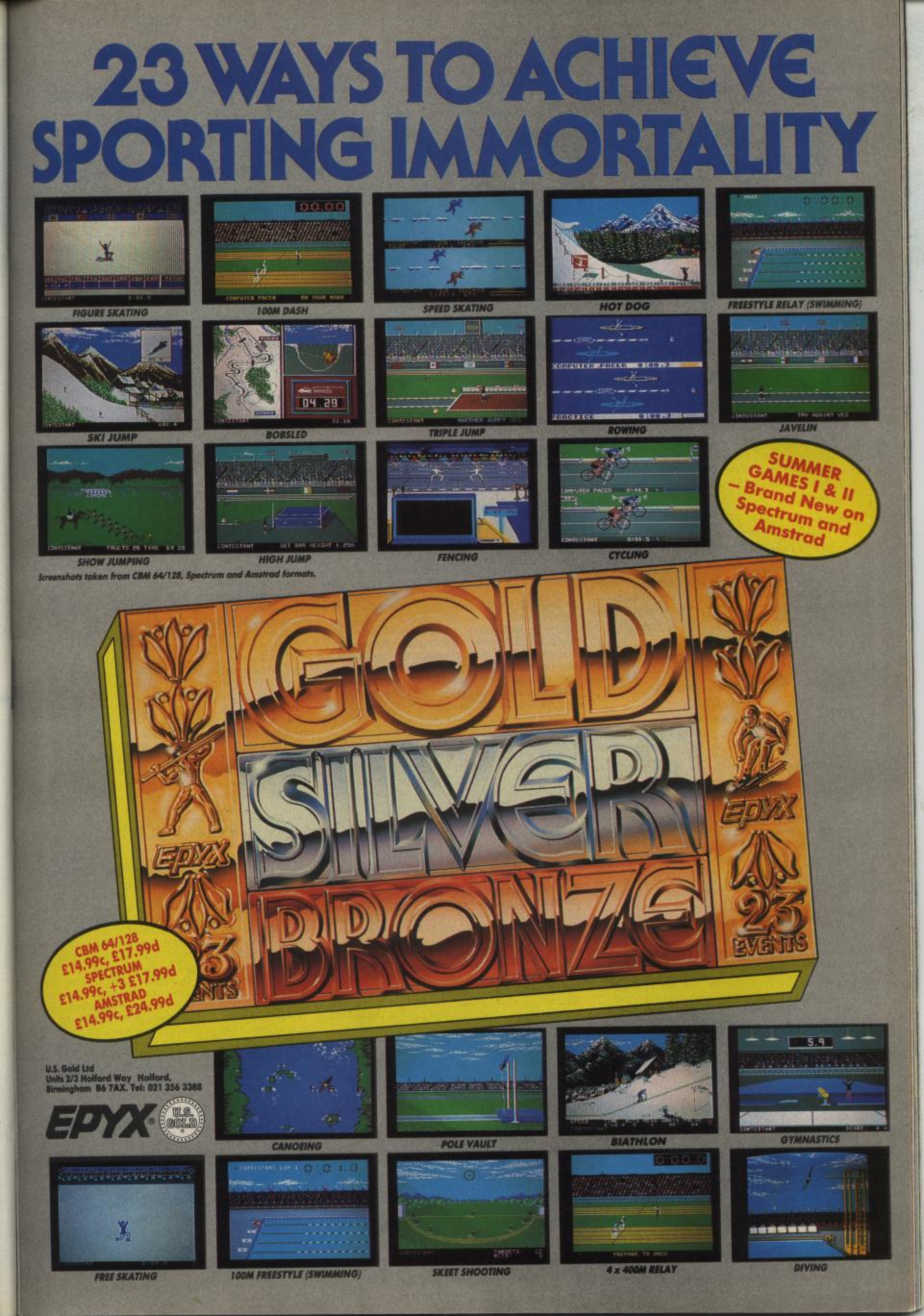
■ Stand 3434 will be the best.



PC Showcase

Features

Advertisers


23 WAYS TO ACHIEVE SPORTING IMMORTALITY
FIGURE SKATING
100M DASH
SPEED SKATING
HOT DOG
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CANOEING
POLE VAULT
BIATHLON
GYMNASTICS
FREE SKATING
100M FREESTYLE (SWIMMING)
SKEET SHOOTING
4 x 400M RELAY
DIVING

WALKER'S WAY

By Martin Walker

The message needed much magic to travel such a great distance, and so the master of the wooden post was consulted. He thought long upon the problem (for it was well known that the post took great deliberation, and that people might wait until they had almost forgotten why they came) and then he produced a magic square. The man took it from the master with trembling hands, and as instructed, the magic square was attached to the message, and was placed within a box upon the green. Then he waited. Long he waited, until the shadows lengthened into evening, and then a strange craft came and removed it. The craft returned into the darkness as quickly as it had come, and at last the man heard it no more. Silence overcame the land, and he returned to his home. But a strange thing came to pass – the message soon appeared magically in another distant place, and great rejoicing was heard. 'GORDON, THE LATEST DIARY INSTALMENT HAS ARRIVED!'

Thursday 7th July

The first music commission thrashed through the speakers all today. I have set myself a realistic turnaround of about two weeks – in fact it's turning out to be far easier to pace a project of this duration than a game which can be very difficult to gauge.

Another piece of good news today. The second music commission was confirmed by telephone – none other than *Armalyte* for Thalamus! It's great to be back, guys, and it must give far greater continuity to a project when sound effects and music are produced by the same person.

Friday 8th July

More thrashing (of the musical variety) took place today. In fact, I suspect that this month will be all thrashing, as there are now two musical commissions to be completed by the beginning of August. After all, I'm setting out to provide a speedy service so this instalment should provide a day-to-day insight into the life of a computer musician (all this variety at no extra cost to the reader!)

Sunday 10th July

I know that I said in last month's diary that I'd finished with this sound bug, but it's really 'bugging' me! Today, instead of having a complete day off I wrote an incredibly simple 10 line program to hang on the interrupt which just keeps triggering the same note rapidly. Sure enough, every few seconds after perfect 'pinging' the envelope failed to trigger properly leaving a click instead! I can't make the routine any simpler, so at the very least I've certainly proved once and for all that it's nothing to do with my music player. In addition, by using location $D41C, the envelope output of channel three can be monitored, and once again this confirmed my findings. Armed with all this knowledge I can now make sure that the bug is avoided at all costs!

Monday 11th July

First job of the day is to produce a dummy compacted routine of one of the demo pieces, to allow people to have a 'dry run' of installing the music into a game. All this means is that having been given the position in memory where the player and tune data is to sit, all the gaps at the end of short sequences of notes must be stripped out, and the remaining code squashed together leaving the smallest possible 'chunk'.

After three hours the first compacted set of code was complete, and also the decision to write an automated compactor. Moving 26 separate chunks of memory into different positions by hand is fraught with the possibility of errors, and I don't fancy doing it again. It feels rather like doing a Rubik's Cube blindfold!

Tuesday 12th July

A mammoth session today saw the loading music cassette virtually completed – all four minutes of it. It starts off in a mysterious way with menacing strings, then slowly evolves into full blown rip-roaring blockbuster (at least I think it does!) It's certainly the best piece I've written so far, but then every new piece seems to be turning out that way at the moment. Let's hope the trend continues.

Wednesday 13th July

Today after completing the loading music I must return to the title tune, which is only about half finished. This was the intention, at any rate. In fact, whilst finishing off the loading sequence it was discovered (and not for the first time!) that since various groups of sequences were being repeated in each 'verse' it would be very useful (and time/memory saving in the long run) to be able to define the start and finish of a group and be able to repeat it a specific number of times. This involved writing a modified and extended routine for the music player when it reads track arrangements. At the same time various little improvements were made to the editor, based on the experience of using it every day for the last week – hands on experience is certainly the best way to find things.

Friday 15th July

The first job of the day was to re-allocate instrument sounds to different places in the voicing block. When the final code is produced for the game music, all the unused instrument sounds can be deleted to save memory, but only if the wanted ones are in one neat block at the beginning. Moving the voices themselves was only a small task, but the 'biggy' was then amending every byte that referred to the old values, which had to be done by hand. Again, another boring task that took two hours altogether but made a saving of 272 bytes to the end product. It will teach me to be more disciplined in future and define all instruments from number zero at the beginning of the block onwards, rather than where I feel like it! Another completely new section materialised for the title piece later on in the day.

Saturday 16th July

I've changed my mind about *Bionic Commando*, and award it the moan of the month! Periodically I load it up and can now guarantee that the first 7 or 8 games will be aborted during the first level, simply because I lose a life when something unexpectedly drops on my head, giving no warning or time to get clear. I'm not



the world's greatest game player, but I do expect to progress a little bit each time I play, and not be ruled largely by luck! I'll just have to wait for an infinite lives poke now, I suppose, to get much further than level three.

Monday 18th July

After a momentous start, I completed the 'mission over' music arrangement today (started over the weekend) and now all three pieces for the first commission are finished, waiting only for the relevant memory addresses to be supplied so that they can be inserted into the game.

The final couple of hours today were spent trying out sounds and ideas for the title music of *Armalyte*. In the end it went so well that the first 17 seconds of music were 'in the can' (or on the floppy as the case may be). This may not sound very much, but the first few seconds establish the mood and feel of a piece, and once that is established the rest follows much easier.

Tuesday 19th July

As all three pieces are complete for 'game one' I modified my demo routine to run these with details of each track added to the screen display. Now this module is completed I can use it to demonstrate the music for each new commission. As it happened, I had a call later on today from 'SS' to see how my first project was faring. Although I haven't yet got the run time addresses they were so eager to hear the music that I sent off the demo – it should arrive on Thursday (fingers crossed).

Wednesday 20th July

Most of the day was spent on the *Armalyte* title track, but I did take a couple of hours off in the morning to add two more features to the music editor (again after a need arose). Firstly, so much time has been spent tapping my fingers to keep time when adding new sections to a track that a metronome seemed like a good idea. The new design emits a single pulse of light periodically (synchronised to the music being played) and can be set to any tempo. It has already proved invaluable. The other improvement is to display the current sequences being played by each channel when the music is running – occasionally after three minutes of music the channels might get out of 'sync' due to a missing note somewhere, and it's very useful to be able to study the point each has reached to find the offending sequence.

Friday 22nd July

This morning I heard from 'SS' that the demo had arrived safely, and they they are well impressed with it. When it arrived they turned off all the other noise-making machines, turned up the volume of their 64 and started the music. Within seconds (so I was told) every office in the vicinity was disgorging people who came to crowd round and listen. Apparently it ruined productivity for a while! Great stuff! (the reaction not the productivity). Modesty prevents me quoting some of the other kind comments that were made, but satisfied customers are the best advertisement for any business!!

Thursday 21st July

Part of the player was rewritten today to help with fast changes of voicing. Every time I use the system something suggests itself as an improvement! The only complication that arose was that gating notes on and off had been modified slightly, meaning that the 'SS' music could only benefit by my going through each sequence (all 63 of them) and modifying certain bytes by hand. The result was certainly worth it, and a few extra tweaks to the voices resulted in a cleaner mix.

Saturday 23rd July

I was supposed to have a day off today to rest my ears (poor soul), but decided instead to update the screen display for the editor. So many modifications and additions have been made recently that it was beginning to look a bit of a hotchpotch. Out came the screen editor and a complete redesign ensued. It only took a couple of hours altogether including the changes to the editor, but the result was well worth it. Finally, since I seem to spend so much time with a stopwatch timing different sections, a real time clock was added, which only took about three quarters of an hour to knock up. The whole package is now a real pleasure to work with, which is a good thing considering how many hours I spend with it!

Sunday 24th July

The title music progressed further today and at one point there are now five different instruments on the go, including a new design of swelling string chords that themselves contain eight notes! The only difficulty is that now the music sounds so full that it is beginning to slow down the composing, since each addition needs to be made very carefully to avoid disturbing everything else. With a maximum limit of three notes at any instant it gets more like a jigsaw puzzle every moment trying to add yet another needed instrument without everything falling apart!

Wednesday 27th July

Two more connected features were added to the editor today – insert and delete. As the music gets more and more ambitious, so the sequences and track arrangements get longer and longer. Now it is possible to amend things in the middle without having to rewrite everything following the guilty bytes. Each of these additions should save a great deal of time eventually!

Tuesday 26th July

Well, the *Armalyte* title music was finally completed today, and I'm sure my most regular customers (Cyberdine Systems) will be pleased with it. It's my most 'expansive' piece to date, and at times sounds really vast! These multi-note chords seem to be turning into a speciality - sometimes there are 16 notes multiplexing at once. If you want to hear it, wait for the release of the game by Thalamus. As with all Thalamus releases, the disk version still includes the cassette loading screen and music on a separate file, so everyone gets everything!

Actually, this reminds me of another recent phenomenon – the enhanced disk version. Several times during the last few months I've bought disk version of games, either to speed up multiload epics (*Bionic Commando*) or to take advantage of extra features like the high score save on *Morpheus*. It would be nice to have the loading screen and music to complete the 'package', but do also bear in mind that some of the POKES published for cassette versions will not work on disk.

Friday 29th July

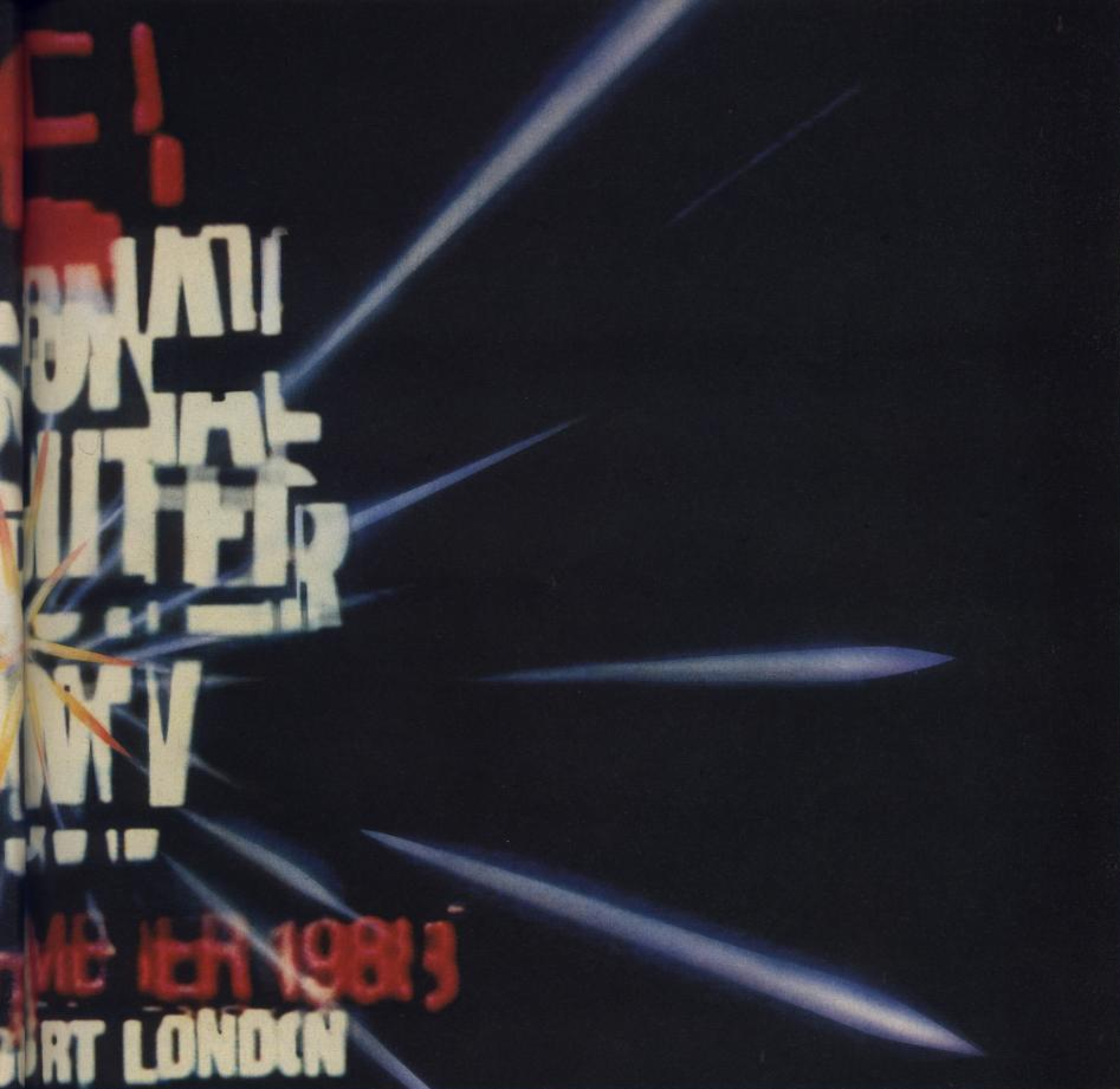
The loading music is now well under way. I decided to use the rhythm of the bolero - it sounds suitably military, and builds from a slow start getting bigger and bigger and bigger. The only problem might come if I build the music too quickly and find everything going at full blast before the end of the piece! Working with the SID chip is not like using an orchestra – but then again the classical composers had even more possibilities, like the firing of cannons at the climax in the 1812 overture. Perhaps if I could persuade Thalamus to provide a cap gun with each *Armalyte* cassette and instructions as to when to fire it for the best artistic effect?

Monday 1st August

Yesterday and today were spent on the final piece of coding for the editor – the compactor! After my dummy run mentioned earlier, I knew that automation was needed to squeeze together all of the sequences used for each piece, especially since these first two commissions each used 60-70 of them!

The compactor has to search through the selected music track to find which sequences it uses. If the particular sequence has been previously found and compacted then it is ignored, otherwise its data is located in memory. Then the compactor shunts this new sequence information onto the end of the other compacted data until it recognises the end of the sequence by the appropriate byte values. Finally it stores the new end location of the compacted data, and then continues through the track (I hope you all followed that - I may be asking questions later!) It took a lot of work to perfect a bug-free version, but it now takes a fraction of a second to do what took three hours by hand. Not a bad saving as long as I do it regularly!





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ZZAP! COMP

DISCOVER THE MYSTERIOUS



It's during wet English summers like this one that any sun worshipper worth his Ambre Solaire treks off to spend a long vacation, braving the heat and flies . . . at the airport. It's alleged that some lucky holiday-makers get past this stage and do manage to bronze their bodies in foreign climes, discovering the cultures of different lands . . . er . . . such as Egypt, for example.

Ah, now we're on the subject of Egypt, we can tell you about *Power Pyramids*, the next release from those nice people at Grand Slam Entertainments, who brought you such delights as *PacLand* and *The Hunt For Red October*. The game itself is a platforming affair with a definite Egyptian flavour, but don't expect bouncing Bedouins, ladders or conveyor belts. In *Power Pyramids* you influence the path of a ball through a pyramid by moving surfaces for the sphere to roll up and down.

Anyway, as you'll no doubt have guessed by now, the celebrations include a competition, one which will send the first prize winner and an accompanying personage on an expenses-paid weekend trip to Egypt to visit the Pyramids! Cor! Woo-wee! Doesn't that sound nice?

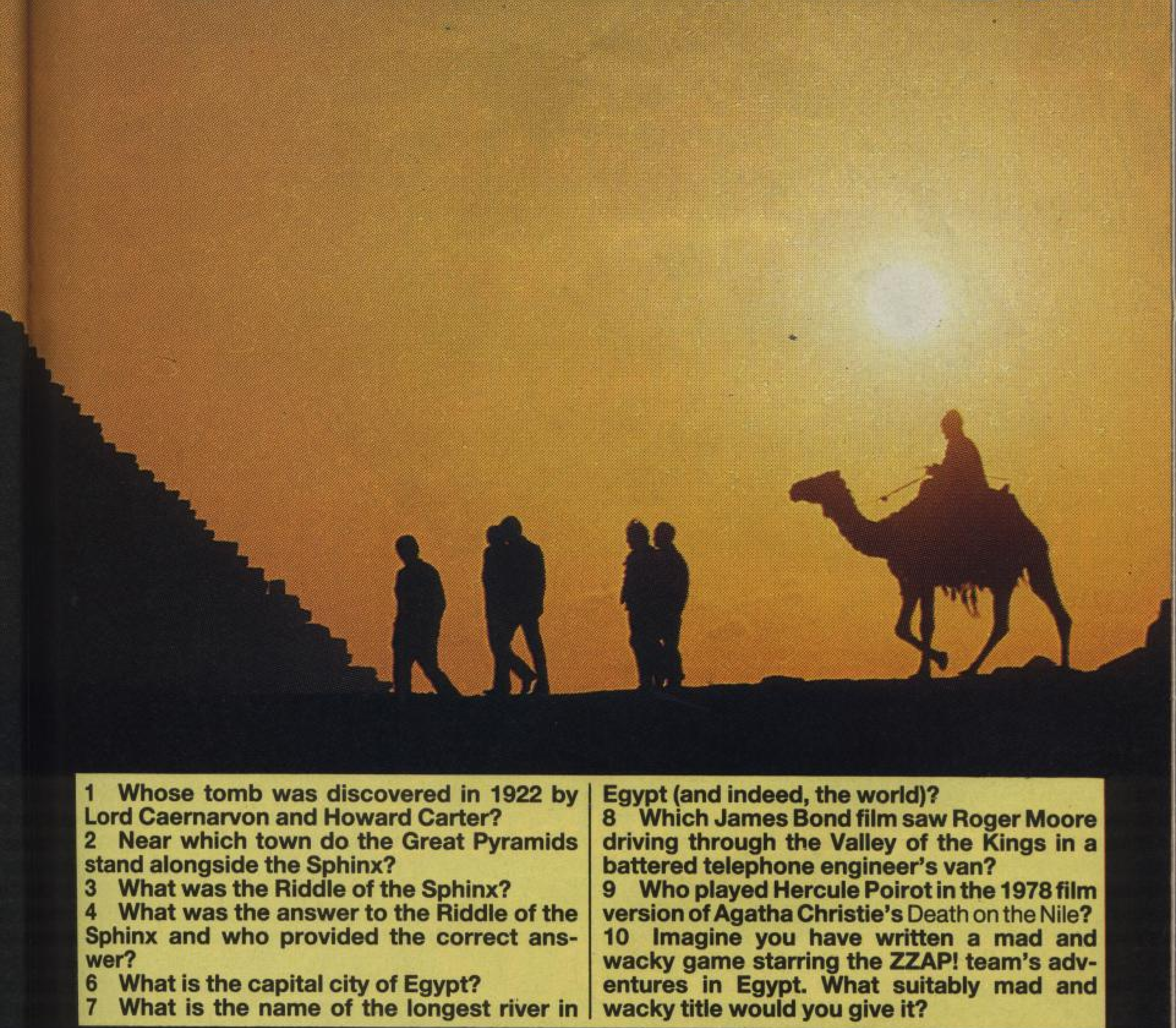
Yeah, and as well as that, Grand Slam are giving away 25 copies of their Middle Eastern rollabout game, so you don't even need to leave your chair to experience the magic and mystery of the pyramids.

Now that we've whetted your appetite, here's what you have to do to be in with a chance of winning these cosmopolitan prizes. Check out the ten questions in the panel, then put your thinking caps on and get your encyclopaedia off the bookshelf, because some of them are real head-scratchers. After careful thought, write down your answers on the back of a postcard and send them to

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to arrive before October 16th.

E MAGIC OF THE MIDDLE EAST WITH GRANDSLAM



1 Whose tomb was discovered in 1922 by Lord Caernarvon and Howard Carter?
2 Near which town do the Great Pyramids stand alongside the Sphinx?
3 What was the Riddle of the Sphinx?
4 What was the answer to the Riddle of the Sphinx and who provided the correct answer?
6 What is the capital city of Egypt?
7 What is the name of the longest river in Egypt (and indeed, the world)?
8 Which James Bond film saw Roger Moore driving through the Valley of the Kings in a battered telephone engineer's van?
9 Who played Hercule Poirot in the 1978 film version of Agatha Christie's Death on the Nile**?**
10 Imagine you have written a mad and wacky game starring the ZZAP! team's adventures in Egypt. What suitably mad and wacky title would you give it?



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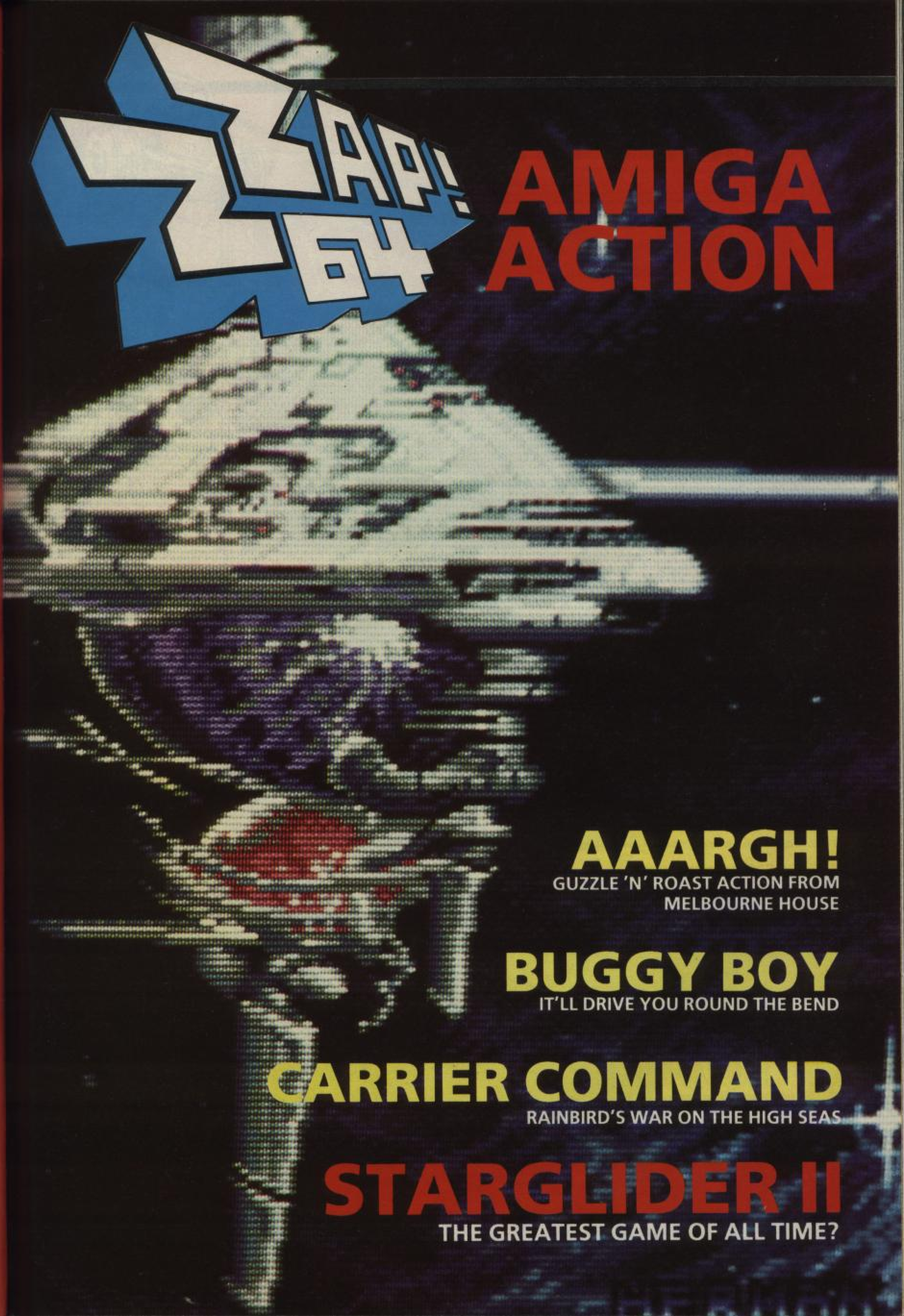
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ZAP! 64

AMIGA ACTION

AAARGH!
GUZZLE 'N' ROAST ACTION FROM MELBOURNE HOUSE

BUGGY BOY
IT'LL DRIVE YOU ROUND THE BEND

CARRIER COMMAND
RAINBIRD'S WAR ON THE HIGH SEAS

STARGLIDER II
THE GREATEST GAME OF ALL TIME?



●Elite's brilliant 16-bit conversion of the classic race game

BUGGY BOY

Elite, £24.99 disk

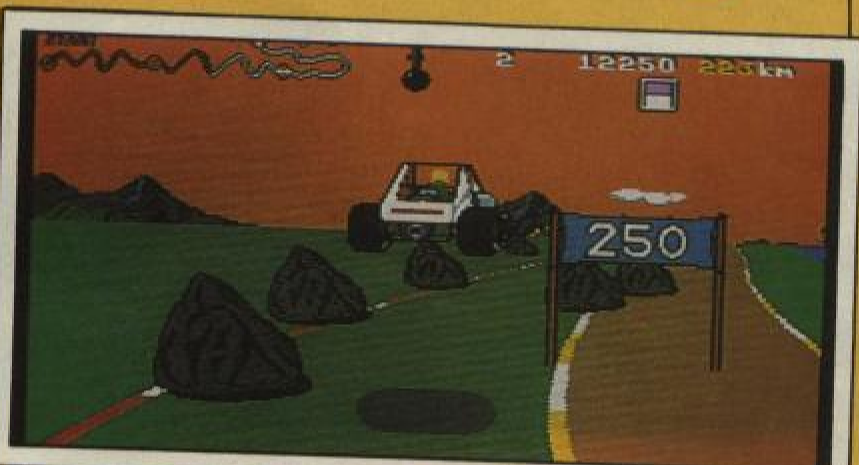
Tatsumi's most famous racing game, *Buggy Boy*, has now reached the Amiga in the wake of Elite's acclaimed Commodore 64 conversion. In the standard tradition of the genre, stages have to be completed within the allotted time limit, whilst avoiding obstacles which lie in the path of your Baja Bug.

At the beginning of the game, one of the five available courses is chosen – Offroad, North, South, East and West. Each of these is split into five stages, and it is these which have to be completed in a set amount of time.

With course selection made, you are presented with a view of the track from behind and slightly above the buggy. In the upper left of the screen a map shows the path of the selected course, with circular stage markers spread along its distance. As progress along the track is made, this map changes colour to mark your current position, and stage marker flags in the upper right of the screen are highlighted as they are completed. Other displays show time remaining, speed in kilometres per hour, score, and lo/hi gear selection.

Standard steering and acceleration/deceleration joystick conventions are used, and gear is toggled using the fire button. As the buggy follows the twisting course, obstacles such as walls, rocks, water, trees and lamp posts must be avoided at all costs, or a sore head and a red bottom could be your lot. Collision with any of the hazards stalls the buggy to a crawl, and precious time is lost as speed is regained.

However, not all the objects scattered along the race tracks are to the detriment of the Baja Bug. Running over a log causes the it to jump into the air, avoiding any speed-stealing hazards below. Hitting a stone or tree stump sets



▲ to the air!

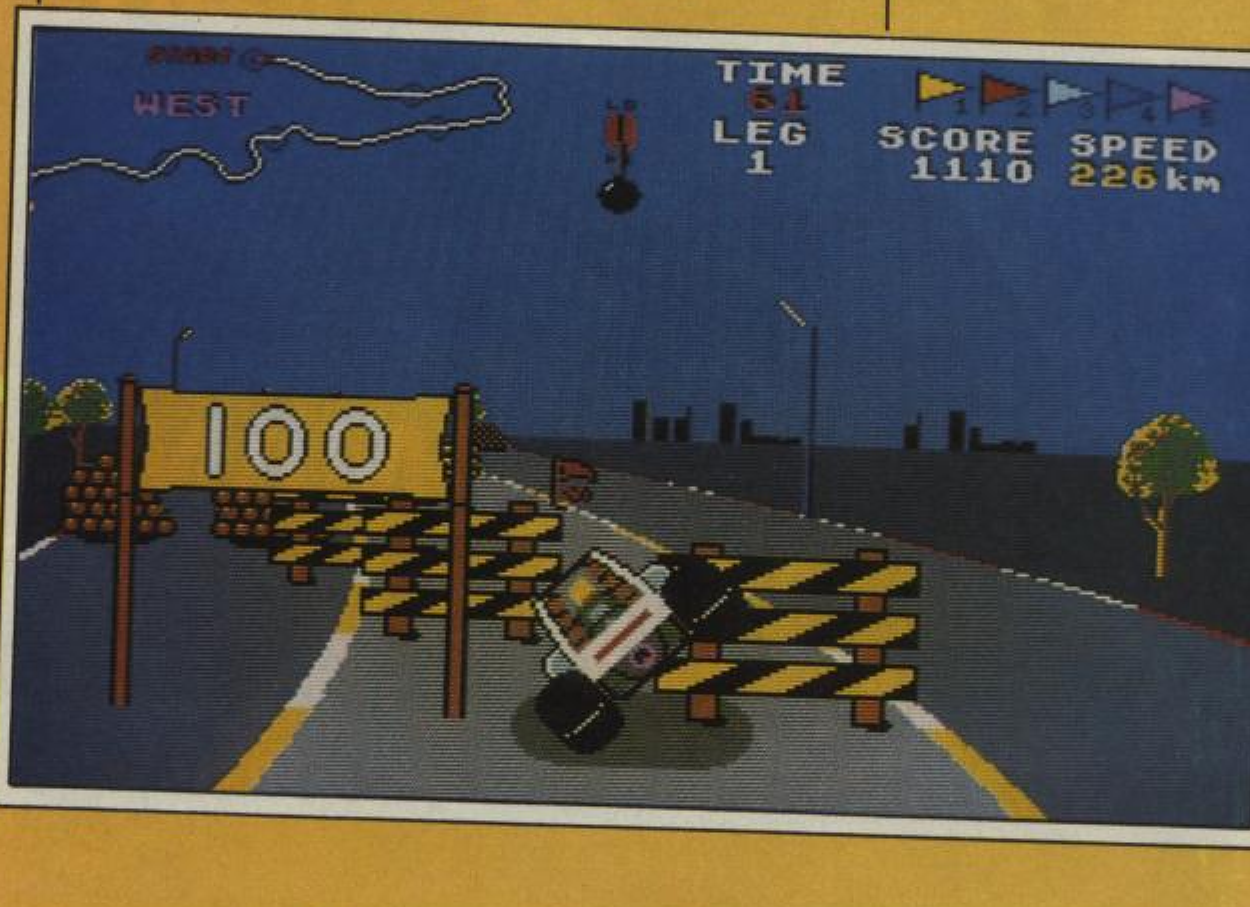


Elite's fine 64 conversion of *Buggy Boy* has received an equally good treatment on the Amiga. This incarnation fully exploits the power of the machine to produce arguably the best driving game on any home computer. The graphics and sound fully captivate the atmosphere of the coin-op original, the buggy itself is very well defined – looking like something you'd expect to see in a cartoon – and the shifting vanishing-point of the road makes the speedy 3D effect thoroughly convincing. Surprisingly, using a joystick to steer the buggy doesn't feel unwieldy, in fact the control is extremely comfortable and you don't miss having a steering wheel to whip around at all. The presentation is very arcade-like and reminds me of the games Atari were releasing a couple of years ago, mainly due to the bright colours and Atari-esque music. If you've got an Amiga, buy this now. If you haven't got an Amiga, think about getting one to play *Buggy Boy*!



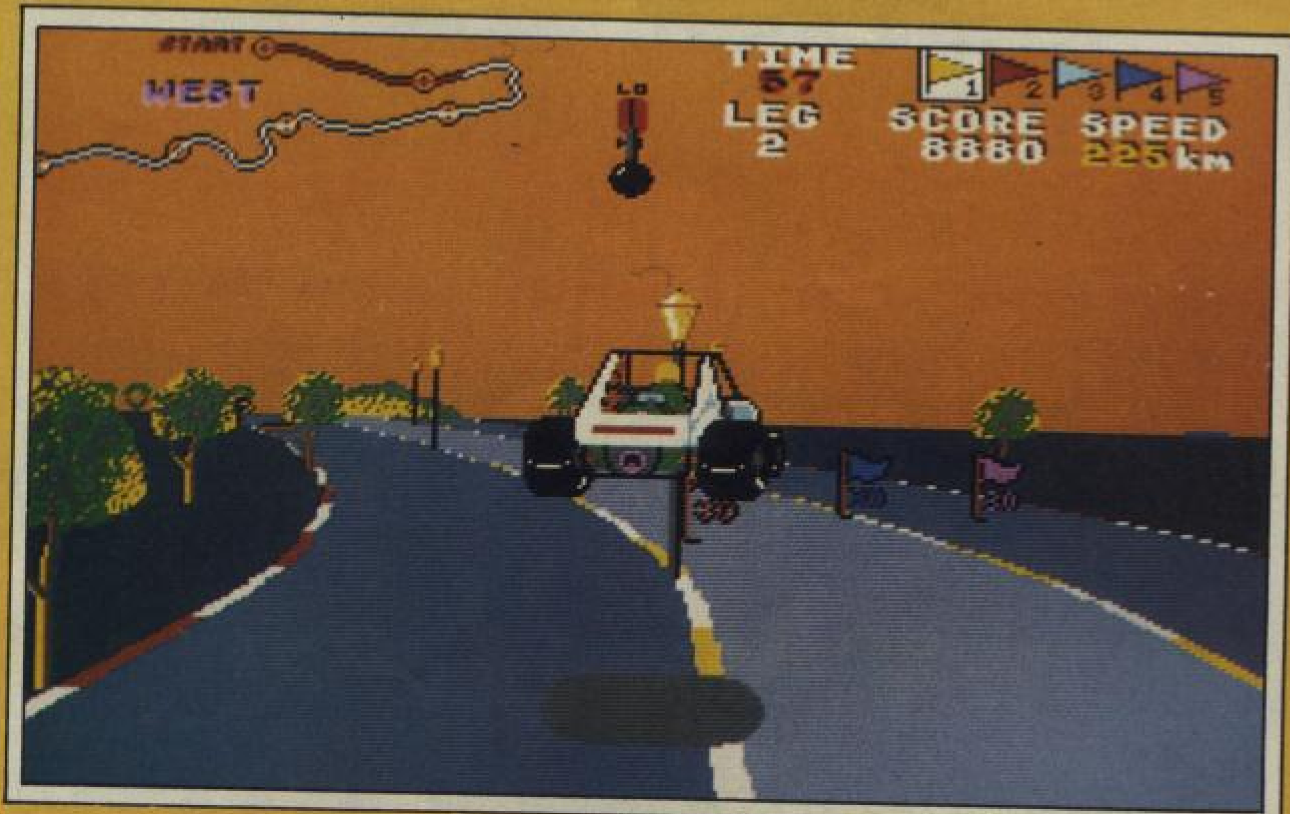
In these days of *Out Run et al*, *Buggy Boy* would seem to be too outdated for today's 16-bit owners – nothing could be further from the truth! Short of the varied scenery and variety of vehicles, *Buggy Boy* is every bit as fun as the race games of today. The conversion's accuracy to the coin-op is amazing, and is every bit as addictive as it was when it hit the arcades. The perspective is very effective, particularly the tunnel and bank sequences, and sharp joystick response gives you a great feeling of control. *Buggy Boy* is a fast paced game that will have you wrenching the joystick from side to side to avoid walls and fences and to collect flags. The bouncing, dodging, collecting, game of *Buggy Boy* will be a big hit with all types of arcade game fans – buy it!

▼ Cam'll never make it through there – even on two wheels!



I must say I think the 64 version is the best racing game around, so I was holding my breath (don't try this at home, kids!) in anticipation of the Amiga conversion. I am not disappointed! Amiga Buggy Boy retains all of the 8-bit's playability and, if anything, gains a lot due to its fantastic authenticity to the arcade original. The only graphical differences to Tatsumi's coin-op are the small reduction in buggy size and a marginally slower screen update. These differences, already minor, aren't noticed when involved in the totally absorbing races, and – short of a steering wheel, gear stick and accelerator pedal – it's just like playing the arcade game, as sound, too, is faithful to the original. I was actually swaying in my seat when trying to coax the buggy around curves – it's that good! £25 isn't really an amount of money to spend lightly, but you can buy Buggy Boy safe in the knowledge of dosh well spent.





▲ The buggy makes like a bird, sailing into the wild blue yonder



▶ The light at the end of the tunnel (Predictable Captions Inc.)

▼ Phew! Another stage finished!



the buggy running along on two wheels, which allows the vehicle to get through otherwise impassable gaps.

Points are awarded for collecting the flags and steering through the point gates which lie along the way, and total point and time bonuses are awarded on completion of each stage. Time remaining is carried over into the next stage, and additional time is also given for any bonus gates passed through during the stage.

As courses are negotiated, stages become more difficult, with more nasty obstacles to test the buggy driver's skill. Luckily, a football which appears occasionally can be hit to give bonus points and light relief to the harried speed king!

PRESENTATION 87%
A well presented set of high score tables (one for each course) and clear screen layout.

GRAPHICS 90%
Very similar to the coin-op: clear, well defined objects and effective race track perspective.

SOUND 73%
Jingles and a few appropriate sound effects, all of which are nearly identical to the original.

HOOKABILITY 97%
The familiar gameplay is very easy to get into, especially as the conversion is so accurate.

LASTABILITY 91%
Addiction soon sets in, and five courses of five stages is enough to keep you playing late into the night.

OVERALL 92%
A very accurate conversion with highly addictive qualities. A must for fans of the racing genre.

FIVE FIST FULLS OF F

MOTOR MASSACRE

The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

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FEROCIOUS ACTION
DARK FUSION
Only the elite pass the three phase test of the Corps of Guardian Warriors – co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision – enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.
BUTCHER HILL
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal – the assault on Butcher Hill.
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ARTURA
Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.
CBM 64/128 £9.99 cassette £14.99 disk
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BUTCHER HILL
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GREMLIN
Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.

PHANTASM

Exocet Software, £19.95 disk



A cross between Backlash **and** Tau Ceti **in both appearance and gameplay,** Phantasm **is fairly predictable shoot 'em up fodder. However, it does have some appeal: the selection of an attack quadrant from a map of the globe is original(-ish!), and is followed by an effective picture of the Pegasus ship launching. Lack of new ideas doesn't affect the land skimming fun; most shoot 'em ups are worth playing if they're competently done, which this is. The 3D effect is minimal, and the action a bit on the slow side, but** Phantasm **is decent, if overpriced.**

In this cruel world, existence is never easy, and it is only in your dreams that you can escape its harsh realities. In a sleeping vision, you are taken into the future to pilot the spaceship Pegasus and destroy eight reconstitutions placed around a distant moon. Cor, isn't life really tough sometimes?



▲ **Before the fight can begin, a landing zone must be selected.**

Phantasm puts you in the pilot's seat, and, once one of four skill levels has been chosen, a target section of the moon is selected before launch. A large viewing window is surrounded by various indi-



The first thing that hit me was Phantasm's **music – it's very good indeed, and doesn't consist of a long sample, for a change. The game itself reminds me of** Backlash, **only with less attractive graphics. The revolving heads-up display is almost an exact replica of Paul Woakes' design, and** Phantasm **plays like his game as well, only it's not as fast-paced. Hunting down targets, and hopefully finding a reconstitution building (why couldn't Exocet give them the usual kind of silly pseudo-sci fi name, like any other software house would!) brought out my aggressive side – I don't know where from! Some shoot 'em up thrills can be gained from this derivative game, if you're prepared to stump up the high asking price.**

FOOTBALL MANAGER 2

Addictive, £19.99 disk

The sequel to Kevin Toms' famous football strategy game is here, and ready to test your managerial skills. A skill level is chosen, then a team is selected from the 92 available, and players positioned in one of the three pitch areas. Your opponent's information is already displayed, and your players should be

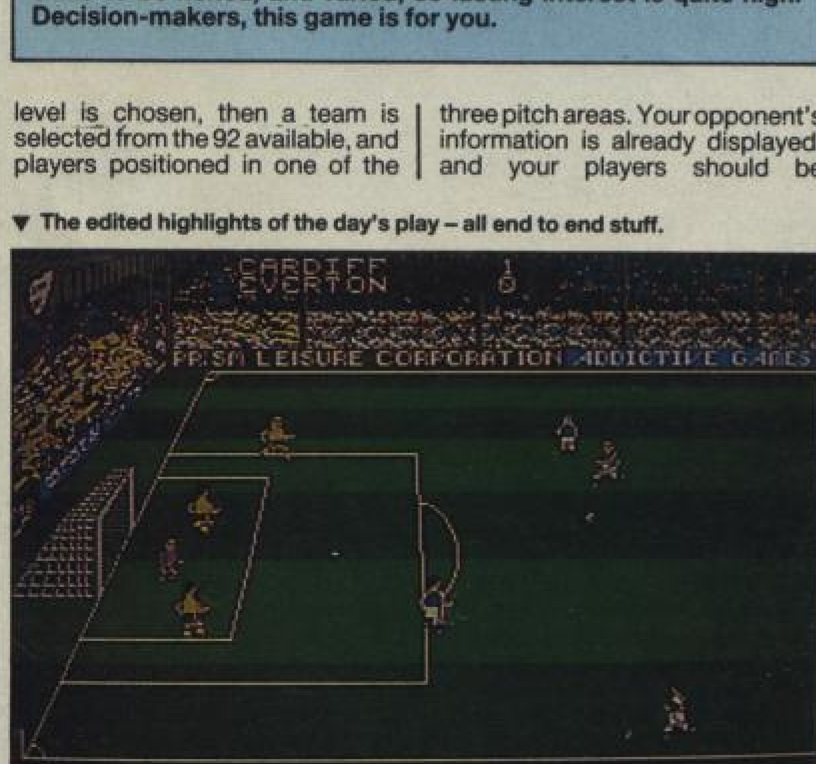


I've never actually played the 'classic' Football Manager, **but as it must be more basic than this, I'm glad I didn't. It's not that this a bad game by any means, but involved strategy games are just a genre I don't particularly enjoy. I have to admit though, that** FM2's **menu driven system does make the game easy to get into, but the player position screens are a chore to use due to confusing and over sensitive mouse controls. The matches themselves are boring to watch, and a waste of time as the players' actions don't seem to competently mirror what the 'manager' has decided in his selections. Whether or not this will appeal to you depends heavily on whether or not you're well into football and strategy games. If you're a fan of both you're likely to disregard these shortcomings anyway, so you should certainly take a look at** Football Manager 2.



If fast graphic football action is what you're after, turn the page, because Football Manager 2 **is played using menus. What graphics there are are OK, for their purpose, though the watch-only matches could have been a lot better. Strategists, particularly those who are football fans, will be instantly hooked and, apart from annoying over-sensitivity in the player position section, mouse control causes no problems. There is sufficient depth, particularly in the training section, for your managerial skills to be honed, and varied, so lasting interest is quite high. Decision-makers, this game is for you.**

▼ **The edited highlights of the day's play – all end to end stuff.**



cators which show the levels of anti-missile energy, height above ground, shield power, fuel remaining, laser temperature, speed, and speed booster. A compass, missile counter and inrange/tracking/damage also have displays. A small radar screen gives your approximate position on the sector of the moon.

PRESENTATION 66%
An attractive title screen but joystick response is sometimes slow.

GRAPHICS 70%
Excellently defined action screen surround and reasonably effective 3D.

SOUND 88%
A brilliant piece of music and a few average sampled effects.

HOOKABILITY 76%
Initially playable because of the exploration involved.

LASTABILITY 59%
Only the enemy attack formations and reconstitution positions change.

OVERALL 55%
A playable but unoriginal 3D shoot 'em up.

matched against players of lesser or equal skill.

The match then begins with you, the manager, watching the on-pitch action from the bench. At half time, player positions can be altered and substitutions made, hence altering strategy to match the halfway situation. At full time, all the scores for your division are shown, then the league table. An injury report for your team is displayed, which may affect your decisions on the transfer market and training field.

PRESENTATION 52%
The menu system would work well were it not for awkward mouse control response.

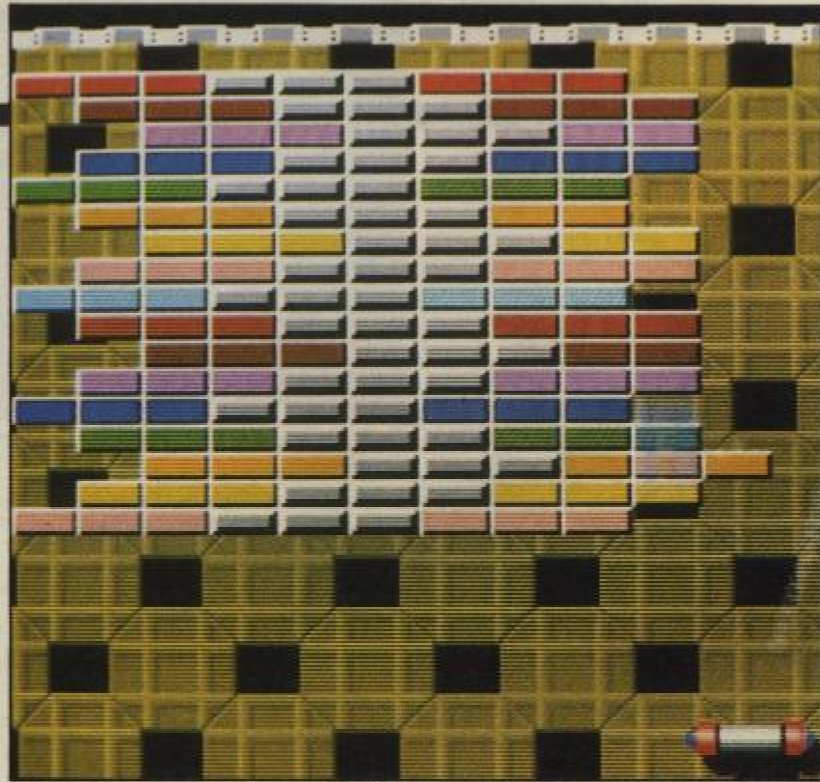
GRAPHICS 47%
Poor match graphics but functional elsewhere.

SOUND 15%
A few bleeps here and there to acknowledge button presses.

HOOKABILITY 70%
Quite easy to get into if strategy games are your style.

LASTABILITY 89%
A lot of depth for the budding Kenny Dalglishes (in a managerial capacity, that is!).

OVERALL 68%
A football game that will appeal more to strategists than fast-action and thrills seekers.



GIGANOID

Swiss Computer Arts, £14.99 disk

It is the year 2758, and the galaxy is suffering under the despotic thumb of a mighty Master Demon. In this Demon's labyrinth there are 50 caverns to explore and destroy by deflecting a bouncing bomb off individual units with your spacecraft (oh, so that's it . . .). Ultimately, you will face the Gatekeeper and Grandmaster, and only when they are defeated will the galaxy be liberated.

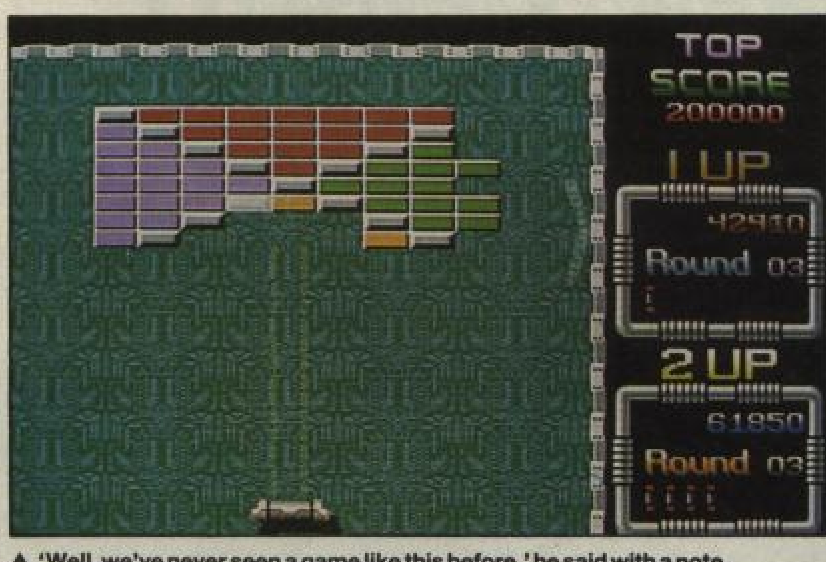
Giganoid (in case you hadn't guessed) is a variant on the *Breakout/Arkanoid* formula, with 50 screens of block groups to destroy. You steer the bat at the bottom of the screen with the mouse, trying to bounce the ball onto an array of bricks above to destroy them, your aim being to clear the screen of bricks while keeping the ball in play. Some of the bricks need to be hit more than once, and others release a bonus capsule when hit. If caught, capsules can help you by extending the size of your bat, giving you a magnetised bat, the ability to shoot bricks, or aid your quest in some other way, perhaps by advancing you to the next level.

Bonus rounds appear occasionally: in *The Demons*, you select a level of difficulty by pressing a key from one to four to choose the number of balls to be spat out by small Demon heads. If all balls are deflected, you advance the number of screens equal to your chosen skill level. It's a lot easier to play than explain, that's for sure.

The Gatekeeper and the Grandmaster mark the final stages of the game, and these ultimate adversaries spit out fireballs as the ball hits them. Repeated hits will destroy the Gatekeeper and the Grandmaster, and render the universe a safe place in which to live, have babies and build condominiums.



The number of Arkanoid clones on the 16-bit machines is already remarkable, and here, complete with '-anoid' suffix, is yet another. Indeed, Giganoid is the most blatant version yet, with identical bat, bonus capsules, and screen surrounds. Stand by for a possible joint Imagine/Taito legal case against Swiss Computer Arts! The game of Giganoid itself, though, is unlikely to cause any ripples, as it is just the usual very competently programmed affair with no real improvements over Impact, my own favourite of the genre. Anyone who hasn't seen the many other interpretations of the theme should be well impressed with Giganoid, but only an unusual highscore table screen with impressive rotating coloured bars and didgeridoo sample stick in my mind.



▲ **'Well, we've never seen a game like this before,' he said with a note of irony in his caption.**



This could cause a few legal wrangles! Giganoid is VERY similar to another game with a similar name, even down to the 'Vaus' type ship and the bonus capsules that fall down the screen. However, I actually prefer it to Arkanoid, mainly due to the excellent sound, from the opening 'Everybody out there ready?' sample, through the gunshots and pings to the didgeridoo on the high score entry. The graphics are virtually identical to Arkanoid only really varying in the brick layouts – the addition of a bonus level does add a little to the proceedings, but there are no particular advances in gameplay. If you already have the Imagine original or Audiogenic's impressive Impact, don't bother with Giganoid; if you don't, this is the one to check out.

PRESENTATION 78%
Excellent highscore entry screen and amusingly literal translation of instructions. Ability to use the mouse is good.

GRAPHICS 71%
Familiar *Arkanoid*-style designs mixed with pleasing screen backdrop patterns.

SOUND 72%
Unusual title screen tune and clear, effective in-game samples.

HOOKABILITY 72%
Attracts as strongly as most games of its type.

LASTABILITY 66%
With so many *Arkanoid* games already around, little lasting interest is available from yet another.

OVERALL 71%
Worthwhile if your collection is short of bat and ball games, especially at the price.

WORLD Tour Golf

Electronic Arts, £24.95 disk

Polish up your spike-soled loafers, pull on your gaudy plus-fours and your Pringle sweater, and do all those other things that golfers do – there's just time for 18 holes before you have to switch off the Amiga.

Over 12 of the world's most famous courses are available for your round, and when one has been chosen, the screen splits into an overhead view of the first hole on the left of the screen, and a view from behind and above the golfer on the right. In the upper right of the screen are displayed the course name, club selected, wind speed and direction, hole number, distance to green, and other useful information.

When you start to get the feeling that you know the position of every blade of grass, entering the game's editor mode allows the course to be completely redesigned, with the positions of trees, bunkers and water all open to change. A redesigned course can then be saved out to disk for future use.



▲ The atmosphere is tense as Cam tries to sink a crucial putt (he missed).



There are good, average, bad and utterly awful golf simulations and I'm afraid World Tour Golf **fits into the last of these catagories. The 3D just isn't at all credible, and the game appears to be taking place on a large green carpet dotted with a few minuscule plastic trees. I almost choked laughing when the ball flew off on the most horrifically jerky flight path imaginable. The control method is equally bad, requiring four hits of the mouse button before you even hit the ball! One of the screen-shots on the package makes note of a 'typical hole' – well this game certainly is one!**



As Leaderboard **is the undoubted king of the golf simulations, and I wondered why Electronic Arts released this on the 64. I wonder even more why they released this horrendous Amiga version! The Swing Meter is just a circular form of the Carvers' Hookometer, and the golfer's view of the course takes obvious inspiration from the Access game. Graphically, though, it's a lot worse, and only nearby trees are adequately defined. I can't pour enough contempt on the ball movement, it's just so unrealistic! The most comic thing is the cries from the audience when you putt the ball . . . Keep an eye out for US Gold's** Leaderboard Birdie **double pack, instead.**

PRESENTATION 61%
Good on-screen appearance and in-depth instructions, but inferior control method. Changing most of the game's parameters isn't much fun.

GRAPHICS 29%
Generally poorly defined, and golfball movement is very unconvincing.

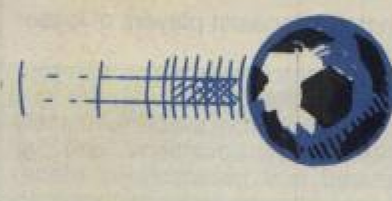
SOUND 40%
A few samples, including a comical crowd sound.

HOOKABILITY 37%
Poor graphics and lack of realism are an immediate turn-off.

LASTABILITY 36%
After a couple of games, there only exists a minimal level of interest for creating original courses.

OVERALL 20%
A poor golf simulation at a high price.

Peter Beardsley's INTERNATIONAL FOOTBALL



Grandslam, £19.95 disk

Liverpool's famous roving left-winger, Peter Beardsley endorses this latest footy game, which sets up matches between a selection of European teams in an international tournament. Three qualifying matches are played before the knock-out semi-final, and then the European International Football Final, where your team could become the Champions of Europe!

The team you represent is chosen from a selection of eight, and the players line up for the kick-off. To shoot or pass hold down the fire button till the required power level is obtained, then release the button to kick the ball in the direction faced. The footballer under control is (according to the instructions) the one nearest the ball, and is highlighted by an arrow above his head.



▲ Grandslam are not ones to shy away from the more ugly side of modern soccer. Here we see a player about to have his head impaled on an arrow thrown from the crowd.



On a 16-bit machine, particularly the Amiga, you'd expect a game endorsed by the talented Geordie haircut to extend to something more substantial than a basic kickabout. Obviously Grandslam think differently, because that, unfortunately, is all you've got with Peter Beardsley's International Football. **If you have the self-discipline to turn a blind eye to such shortcomings as poor playability, no fun and little variety, you might just manage to find the game mildly addictive.**



What it looks like Grandslam have done is convert International Soccer, **put Beardsley's name and face on the packaging, and timed the release date to coincide with the football fever from the European Championships. The game graphics are well designed, especially the ref and commentator faces, but animation is unremarkable and there are some terrible sprite glitches. What's worse is the presence of that bane of computerised team sports – the computer selection of the one player who** isn't **nearest the ball. If you just want a 16-bit** International Soccer, **then feel free, but that's all you'll be getting for your 20 quid.**

PRESENTATION 71%
A number of useful options and good on-screen presentation, with referee and commentator cameos.

GRAPHICS 68%
Nicely defined but poorly animated.

SOUND 27%
Annoying sample theme tune and unimpressive match sounds.

HOOKABILITY 67%
Inaccurate player selection and poor sprites are distractions to what should be an immediately playable game.

LASTABILITY 39%
Limited enjoyment with such unadventurous controls.

OVERALL 47%
A simple football game which doesn't take advantage of the Amiga's abilities.

AAAARGH!

Melbourne House, £19.99 disk

Ah, the peacefulness of an island paradise. Sunshine and scenery, not a care in the world. But-wait, what's that noise? A ferocious monster! AAARGH!

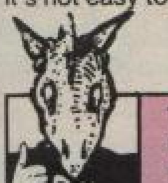
Such is the pitiful scene on the island of Darance – a normally quiet place, but when the evil creatures decide to end their banishment, life becomes rather difficult. It's not easy to go about your normal everyday business with a marauding meanie smashing up your town!

It seems that the two creatures are searching for a golden Roc's egg, hidden deep inside a volcano, which will give them untold power. The humans must show respect . . . or else!

Aaargh! commences with the selection of the creature you wish to control – either a scaly Dragon with a whiplash tail, or a musclebound Ogre with a horn sprouting from his bonce. You are then transported to a randomly selected city, where buildings must be smashed by punching, whipping or setting fire to them, until a Roc's egg is discovered and collected to end the level.

Unfortunately for you, the residents don't take too kindly to having their homes destroyed and hurl missiles at you with their giant catapult. Also to contend with are giant hornets, buzzing around trying to sting you. All the damage inflicted upon you is shown at the top of the screen, as is the word AAARGH! gradually issuing from the monster's mouth. When the word is completed the monster dies a hideous death, ending the game. Fortunately, buildings sometimes reveal items of food which restore your health – such as hamburgers, pizzas, tacos and hot dogs – and there is always the odd person, running around just asking to be munched!

When an egg is collected, a one-on-one battle with the other creature ensues, the winner claiming the prize. Five such battles must be won to gain access to the volcano, where you must negotiate a path through the lava pools to the great golden Roc's Egg.



This is a game for misanthropes everywhere, giving them a chance to splatter mankind all over the shop! Why does this kind of game appeal to so many people? If I could answer that I'd be a leading psychiatrist earning more money than PG can imagine! In any case Aaargh! is beautifully designed with some very pretty graphics and sound, which create loads of atmosphere. The cities are brilliantly drawn and it almost seems a shame to smash them up. OK, I admit it, it doesn't – smashing them up is great fun! The only problem is that the game is too easy to complete (I finished it on my tenth attempt – but that was only 'cos Maff had discovered the secret and told me what to do), and many players may tire of the destructive action once all the city scenes have been seen. However, others may return every now and then to devastate a few townships – maybe, like me, you're one of them. Try it out and see.



▲ The end of the level – and the egg is yours!



When Rampage first hit the arcades, it brought an original twist, in that the nasty creature was the hero. This made the game a lot of fun and Aaargh!'s appeal is in a similar vein. The wanton destruction for some reason appeals to a lot of people, and when it's presented in such an impressive package as this it's a sure winner! The graphics are extremely good, as good as any I've seen on the Amiga (the food sprites look good enough to eat!), and these are complemented by very good use of sampled sound. Both of the monsters are impressive, each having lots of character – you feel like there is a real battle going on when you're scrunching the cities into rubble! The only disappointment is the head-to-head section. Because it's so easy to win once you've mastered the technique, it means that the game doesn't take too long to complete, thus affecting the lastability. Even though, many people (myself included) will enjoy the odd scrap from time to time to relieve the tensions of the day.



As Arcadia coin-ops are based on the Amiga custom chips, it's hardly surprising that Aaargh! is faithful to the original. The monsters are very well defined and neatly animated, and go about their monster-like business of guzzling and roasting accompanied by atmospheric and amusing samples. The battle between the lizard and ogre is very impressive indeed, with a suitably raucous Heavy Metal guitar thrash backing the frenetic arcade quality battle. Another treat is the grunt of 'Fooood!' whenever a helpless human or piece of pizza is chomped – the chewing and gulping sounds and the graphical munching of the ogre's jaws are very amusing. At the other extreme, the death sequence is gory and blood-strewn – almost horrific! The only draw back to this addictive fun is the dubious lasting interest: apart from layout, the cities are identical to play, and the combat section is unchanged, so variety is lacking. If a slick arcade game is what you're after, though, it's well worth a try.

▼ Rah rah! The ogre is defeated, now go for the Roc's egg.



PRESENTATION 88%
Rather slow multiload, but many amusing touches throughout.

GRAPHICS 94%
Varied, colourful and atmospheric, showing off the Amiga's potential.

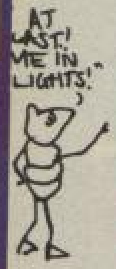
SOUND 91%
Effective sampling and good monster-like music.

HOOKABILITY 95%
Instantly playable and compulsive.

LASTABILITY 68%
Interest is very likely to wane after the game has been completed.

OVERALL 87%
An extremely playable and 'fun' game, marred only by its ease of completion.

16-BIT



ROCKFORD



▲ Rocky comes a cropper in the space cavern.

Melbourne House, £19.99 disk

Any reader of Zzap! will know about the little stick person, *Rockford*, cavorting about in the margins. In this, Melbourne House's conversion of their own arcade game (under the Arcadia banner), he has a more human form, but holds on to the style of play found in *Boulderdash*.

Rockford, in his new shape, must travel to far off locations to retrieve lost treasures, from the hidden land of El Dorado to the cold blackness of outer space (Oooh!) – one of five quests may be selected on the opening page.

All the nasties of the original *Boulderdash* series are here, depicted in a separate graphic style for each location (for example, the rocks of the original are planets in space). If Rockford collects enough treasure, he can leave the location and travel elsewhere.



In the coin-op, and so in this conversion, the in-game Rockford appears as a smaller version of his previous title screen appearances in the Boulder Dash **series, and in a number of different outfits. I much preferred his original look – in** Rockford**, the game, he is sickeningly cute instead of endearingly so. The game itself is just the usual series of** Boulder Dash **caves with diamonds, boulders and nasties adapted to be visually appropriate to the level scenario. The graphics are well detailed, especially for their size, and add a new slant to the trusted formula without distracting you. Fans of the 64 versions will find this hard to resist, and newcomers will warm to the addictive play.**



The Boulderdash **theme, I thought, was running a bit thin by the time of** Boulderdash 3**, and when I heard about the release of an arcade game, it seemed to be a bit of a joke. However, the game did reasonably well, so a home version looked to be very much on the cards.** Rockford **is nicely presented, with pretty graphics and a chirpy overall sense of humour, but there is still that feeling of déja-vu lurking in the background. There are only a few games of the type on the Amiga, and 16-bit owners may wish to have at least one clone in their collection – but when all is said and done, it comes down to just how sick you are of this format.**

PRESENTATION 79%
Nicely put together with some humorous pieces.

GRAPHICS 78%
Well defined but not wonderfully animated.

SOUND 53%
Average music and wishy-washy effects.

HOOKABILITY 71%
Boulderdash fans already know what to expect.

LASTABILITY 47%
It's quite tough but there are only five screens.

OVERALL 54%
A competent arcade conversion but the actual game is too derivative.

WORLD DARTS

Mastertronic, £9.99 disk

Follow in the footsteps of the Crafty Cockney or any of those other fine figures of personhood as you take to the oche in the quarter finals of the Mastertronic Darts Championship. The familiar pub sport of plump beer-swilling people throwing pointed objects at circular chunks of cork reaches your Amiga, with eight suitably chubby cartoon opponents pitting their skills against you.

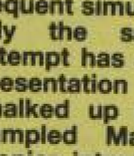
Skill level, number of legs (that's rounds, not locomotory limbs), and suggestion on/off (an option which suggests what you should aim at) are all set by you, and the computer randomly selects one of eight opponent for you to out-dart. In a two-player game it's beer belly to beer belly direct confrontation. Either way you control a hand wavering over the dart board (no doubt under the influence of certain alcoholic beverages!). So pick up th'arras an' get cobbin'.

▼ For added realism, fill the room with tobacco smoke and hold a pint glass of Heineken.





World Darts **is the Amiga version of the Arcadia coin-op which is in turn a conversion of the old 64 arra-chucker, 180. In the transition from 64 to coin-op, the designers obviously had to push the difficulty level up a few notches and it is this that proves the downfall of this verbatim conversion. The matchroom and player graphics are atmospheric enough and sound is fine (I particularly liked the introductions by the digitised Master of Ceremonies), but in play the dart hand tends to wander aimlessly around the screen with almost complete disregard for joystick position. I'd much rather get my joystick around MAD's original Commodore** 180 **which was much more playable once familiarity was gained – the wild controls on** World Darts **make the 16-bit version a bit of a disaster.**



There have been a number of darts simulations on home computers, which is rather surprising as I wouldn't have thought it a sport which lends itself very well to the format. Anyway, it seems that once a workable game system has been worked out, all subsequent simulations are virtually the same. Arcadia's attempt has a couple of nice presentation points, like the chalked up scores and the sampled Master of Ceremonies introducing the game – but, yet again, it adopts the same format as every other darts game. At the price, you wouldn't expect anything world-beating, so only look into this if you're a darts freak or you haven't got any darts games already.

PRESENTATION 42%
Annoying delay as computer opponent is loaded, aggravated by a terrible control system.

GRAPHICS 71%
Nicely drawn, especially the dart and chalk hands, but a glitch scars the opponent section.

SOUND 63%
Some suitably accented speech but nothing special.

HOOKABILITY 41%
With such bad control, a straightforward darts game becomes very difficult to get into.

LASTABILITY 32%
You won't want to spend much time at the oche.

OVERALL 31%
A poor interpretation of everyone's favourite pub sport.

BETTER DEAD THAN ALIEN

Electra, £19.95 disk

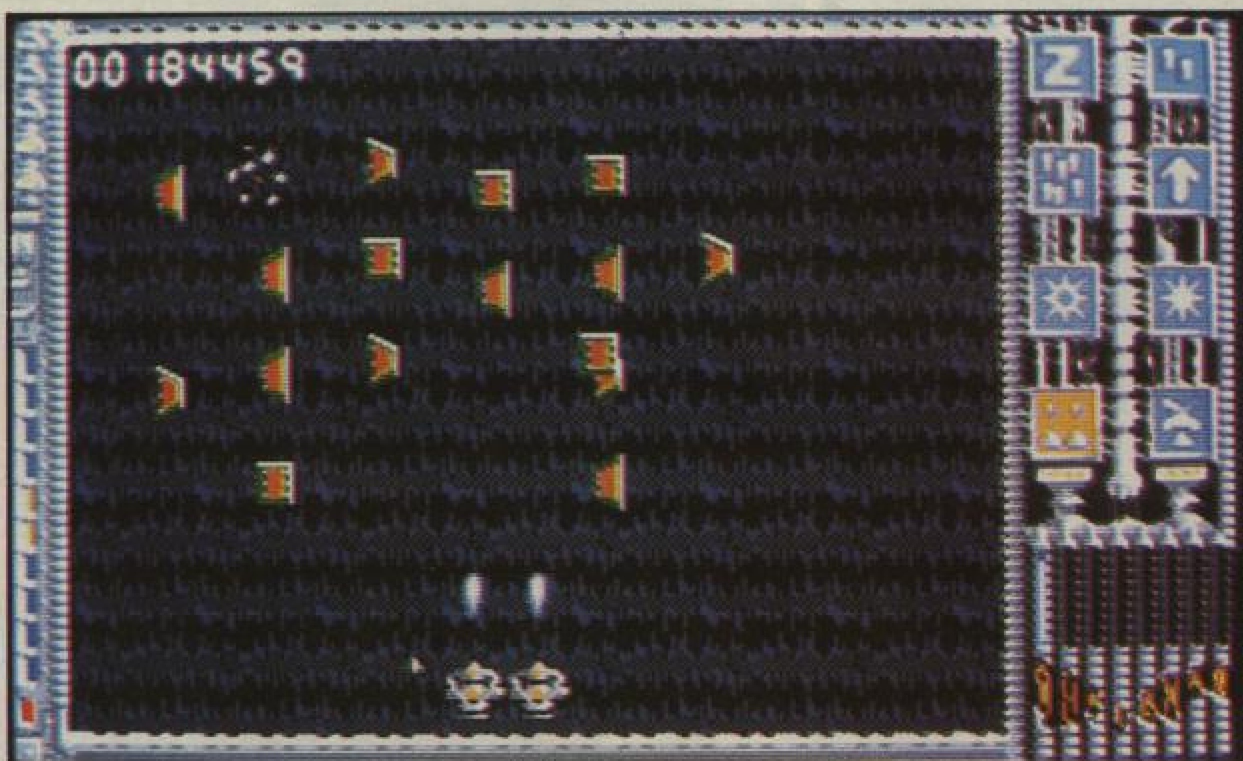
Brad Zoom, has landed on the red planet of Mars on April 1, 1954, four years after leaving Earth. On discovering the planet has a breathable atmosphere, Brad sets out to explore the surface but, distracted by a giant mushroom (of the magic variety?), he has failed to see an alien taskforce until they are almost upon him! Brad, being the heroic sort, has fled from their attack to his spaceship, where he can begin the fight back.

Gritting your teeth as only Charlie Brown knows how, you take over control of Brad's Zoomship, which has freedom of movement over the bottom third of the screen. Waves of alien craft appear, and begin descent, *Space Invaders* style. These are despatched with your laser gun, with stronger aliens needing a number of hits before they explode. Hits received deplete a fraction of your energy, shown in the lower right of the screen as a bank of power bars, but crashing into an alien removes a whole bank of energy.

The aliens have glowing red highlights (just like Maff), but those which glow green release a Power Capsule – which recharges your Power Bars – or a Destructivity Intensifier capsule. This gives an additional weapon, of the eight available, which include Lazer Scatter Bolts, a Clone Ship, Shields, an Armour Missile, and Neutron bomb. The add-on weapon icon, in the right hand column, glows with the alien, and is highlighted when collected.

Every three waves, the player is confronted with either a meteor shower or a Master Alien. This large creature attacks, accompanied by salvoes of rockets, and requires many hits to be destroyed, but you have the freedom of the entire action screen.

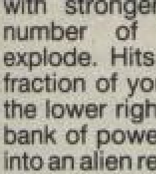
To allow easy access to the higher of *Better Dead Than Alien*'s 75 levels, a code word system is incorporated into the game. Before play, the word is entered, then you can begin battling against the nastier aliens immediately.



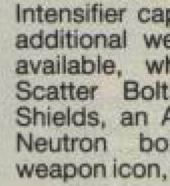
▲ A double ship increases firepower but makes you a bigger target



Two lives left, but this end-of-level fatty will keep on coming till you blast every last bit of him into infinity.



Take Space Invaders, **add the manoeuvering area of** Centipede, **the add-on weaponry of** Nemesis, **give the graphics a 1988 16-bit look, then mix with a dash of** Arkanoid, **and you have** Better Dead Than Alien! **It sounds an unusual mixture, and unfortunately doesn't have the addiction of such a combination – but for what, on the face of it, is a very old idea, it's a highly playable hybrid. Movement of both ships and missiles is unfortunately on the jerky side, and some of the graphics, particularly the backgrounds, could be better, but there's an overall polished, 16-bit feel. The samples that are present are intentionally amusing, if in short supply, and match the humorous all-round presentation. I can't really say what was attractive about it – maybe it's the simple gameplay and the fun of taking part in two-player mode; either way, for a classic game with a modern feel, it's well worth having.**



A Space Invaders **game, in mid-'88?! And on the Amiga?! Well, if the success of the many** Breakout **variants is anything to go by, it's perhaps not such a bad idea. On playing** Better Dead Than Alien, **I think I can safely say that it certainly isn't a bad idea. Being given more room to manoeuvre somehow dispels thoughts of the first ever space shoot 'em up, and the alien-blasting fun is very intensive. The aliens vary from standard nasties to very unusual designs, and the rocky face Master Alien is positively cute – it seems a shame to shoot him! My only doubts are in the lasting interest, as after a few hours' play, the action can get repetitive, even with the code word system. I'd try it out first if I were you – it appealed to our sense of humour and it had addictive qualities which you might not find.**

PRESENTATION 92%
Useful code word system and a strange but amusing comic.

GRAPHICS 68%
Sharply defined aliens but movement is a little jerky.

SOUND 38%
A few unremarkable samples.

HOOKABILITY 91%
An instantly playable update of a very old idea.

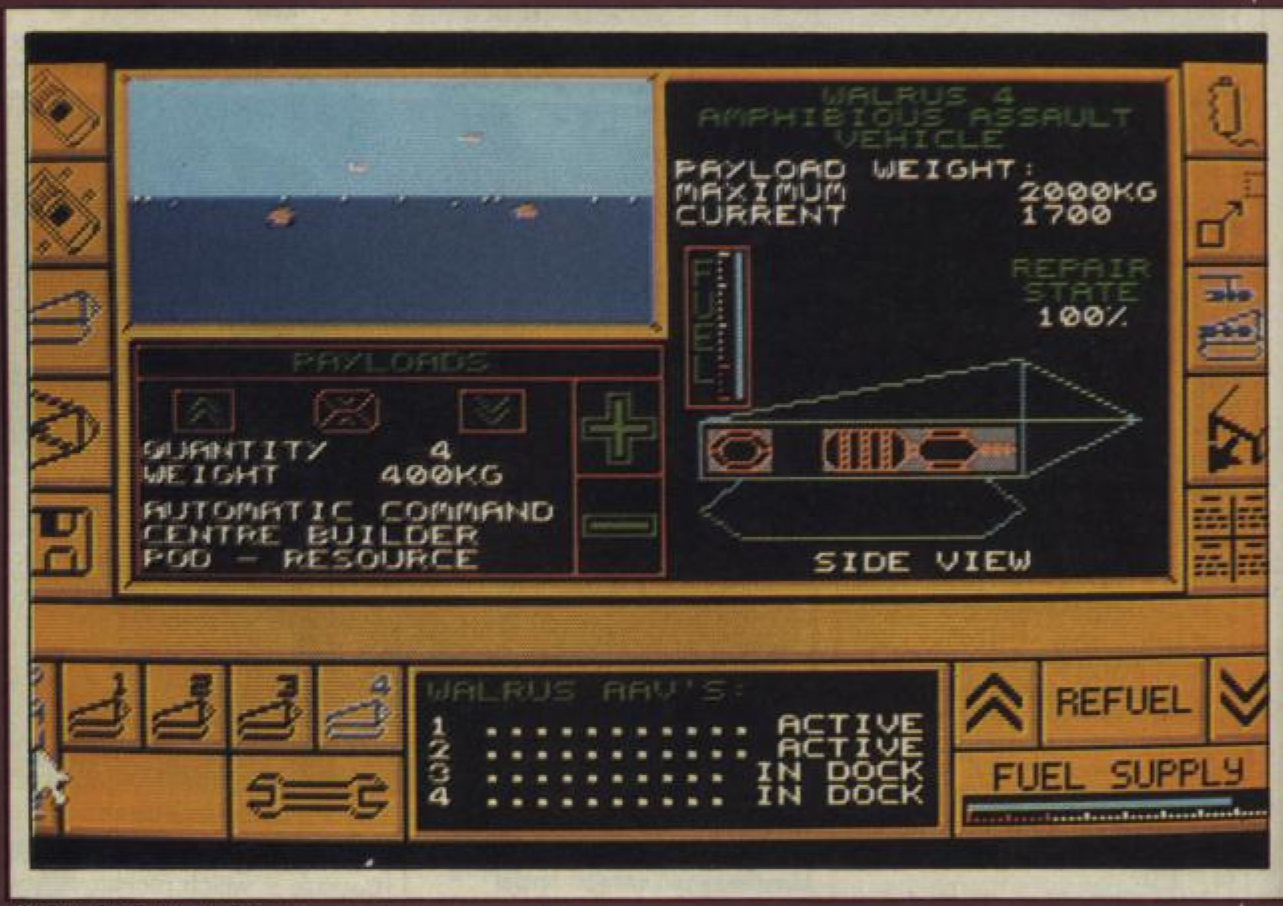
LASTABILITY 70%
75 accessible levels but lacking overall variety.

OVERALL 72%
Space Invaders with add-on weapons and greater manoeuvrability is a surprisingly enjoyable game. It's a little overpriced.



●Direct the forces of the *ACC Epsilon* in Rainbird's 3D future strategy epic

CARRIER COMMAND



▲ Kitting out a Walrus with a laser and a resource pod, for destroying enemy emplacements then replacing them with your own

Rainbird, £24.95 disk

The immense resources of the Draziw Industries Corporation were brought into action in early 2163 to build leviathan craft. These were the Carriers: vessels to transport multi-purpose Manta fighter planes and amphibious Walrus tanks, and collect raw materials with which to build the all-important Control Centres. Their role was to aid the ongoing energy crisis, a situation which was unsuccessfully eased by wind, tidal and other forms of electricity production, nuclear power long since abolished for ethical and pollution reasons.

Two aircraft Carriers were built, the ACC Epsilon and ACC Omega, intended to be totally computer and 'droid controlled. Time restrictions meant that the Epsilon could not be fully completed, so control had to be under human Commander. The main Command centres and power stations were set up at the two ship base islands, and a runway built for defence weaponry.

All was well until the final sea trials of the Omega, when the Draziw Industries' Assistant Chief Engineer died of a stroke, brought on by an injected poison. A programmer was suspected, subsequently disappeared, and a demand was received from the STANZA organisation. If 15 billion dollars were not paid to them within 72 hours, they would activate the infiltrated Omega control system, now programmed to occupy and destroy all the volcanic islands.

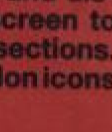
You, the Commander of the

Right from the start, the graphics encourage you to further plays; all vehicles – land, air and sea, friendly and hostile – are displayed effectively as a group of shaded geometric shapes, which rotate smoothly as they toddle about on their respective journies. I found the strategic elements surprisingly interesting, and when my concentration began to wane (eventually), I switched to the fast-paced Manta flight simulation, attempted to convert an island with a virus pod attached to a trusty Walrus amphibious tank, and blasted a command centre with the Carrier's laser turret. Carrier Command **will appeal to most games players, being a sophisticated strategy/simulation/shoot 'em up hybrid – I heartily recommend it.**



Carrier Command **is played via a series of icons which surround the playing area and are selected using a pointer guided by mouse or joystick. Specialised icons and displays appear at in the bottom quarter of the screen to utilise special functions of the four main game sections. Detailed below are the uses of the main ACC Epsilon icons and the actions they allow.**

The most important icon is that of Carrier Control. **The Carrier can be steered by directly by the user or by** Autopilot, **and its are surroundings shown in a radar display whose magnification level can be altered.**

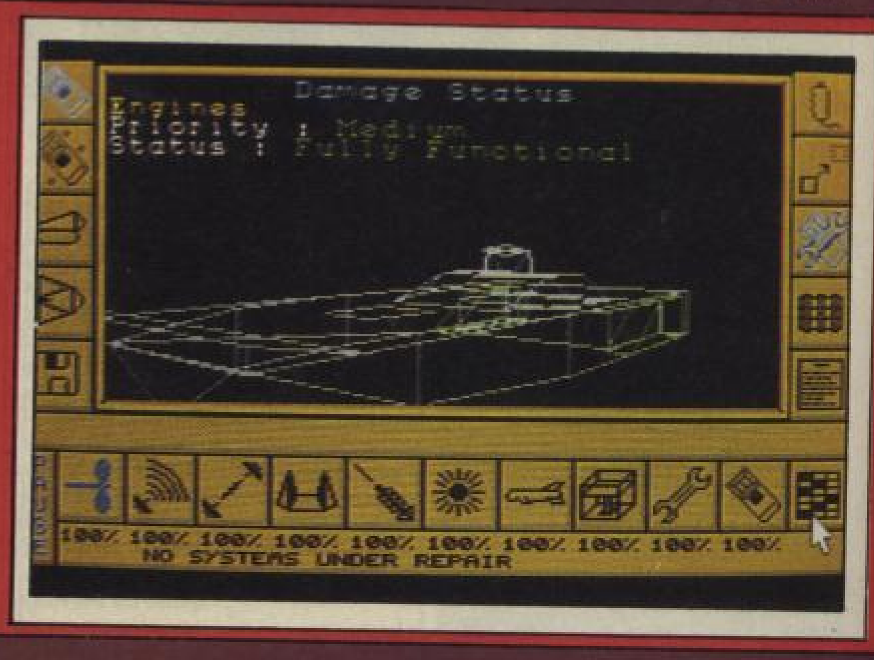


All vehicles in the game can be directed using a Navigation **icon. A map of variable magnification level is displayed and the vehicle's destination and speed set, followed by** Program **to begin the new course.**



The Damage Control **icon allows you to direct the repairs of the Carriers systems, which repair themselves automatically due to a cellular composition. Each of the ten systems can be given high, low or medium priority, and are then repaired according to descending order.**



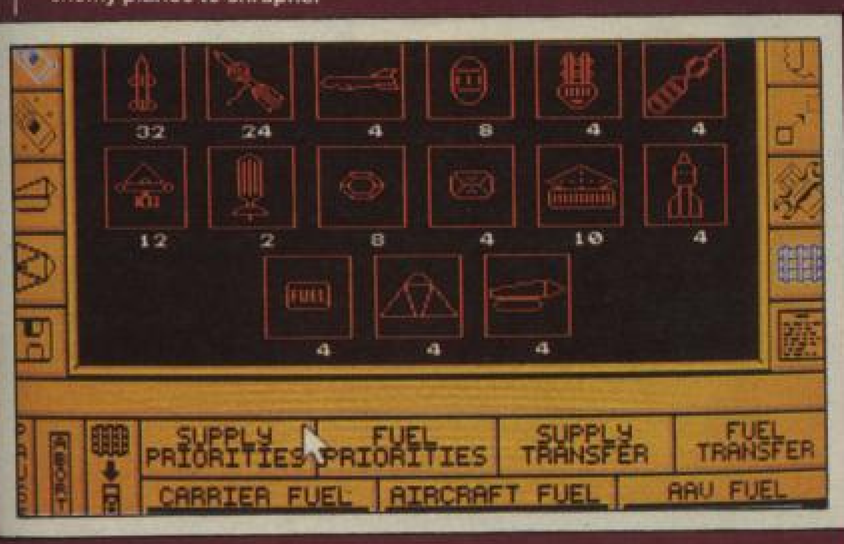




▲ Doing a little airborne reconnaissance from the cockpit of a Manta robot fighter

ACC Epsilon, must form your own island network to challenge that of the rogue Omega, setting up various types of Command Centre to delay the progress of the the enemy. Neutralising Omega Centres by destroying and replacing them with your own or adapting them with a Reprogramming Pod, a large and powerful network has to be created before the enemy home base can be taken over, and full power restored to the free world.

▼ Checking resources is as much a part of the game as blasting enemy planes to shrapnel





The quantity of equipment in the Carrier's hold is given by the Stores icon, with a diagram and information on each of the 15 items displayable. Supply quantity and priority information can be set to build the hold's resources.



Carrier Defence is headed by a Laser Turret which you can direct with the aid of a telescopic sight. Decoy Flares are simply shot into the air to decoy heat-seeking missiles, but surface-to-surface missiles need to be directed from a Viewing Drone set at a distance from the Carrier.



Amphibious Assault Vehicles are used to drop the all-important Automatic Control Centre pods on land, and can also drop virus bombs to convert enemy Centres. Infiltrating Omega territory means defence is a necessity, and the AAVs have lasers and surface-to-surface missiles.



The Mantas (Multi-role Aircraft for Nautical Tactical Assault) are under the Aircraft Control icon, and their lasers, missiles and bouncing cluster bombs are primarily used to take out enemy vehicles. Their fuel and weapon levels have to regularly replenished, as they are a vital part of the Carrier's network-building progress.



I heard great things about the Atari ST version of this 3D strategy game, so breath was duly bated . . . The extensive number of icons and system features needs a lot of understanding and background, but Rainbird have their usual high-quality packaging to make it all easier. The 64-page manual is full of screen dumps and icon close ups, matched by detailed but straightforward text making everything clear. The rotating filled-in vectors of the Carrier on the game selection screen are just a taster for the in-game graphics. The most impressive sight is the launch of a Manta, the view panning as it leaves the surface of the Carrier. The depth is something which only a few plays can scrape, and with the variability of all the game features and many islands, countless more addictive plays are available. A graphically excellent strategy game worth anybody's money.



It's great to see more strategic games stretching the Amiga's graphical abilities. Carrier Command is an example of the way this is possible, combining excellent presentation and graphic effects with a game that requires planning and thought. Everything looks as though it is actually being controlled from an extensive computer console, with well defined and logical icons for each function. Some of the weapon and information screens remind me of the computer screens in the TV show, Airwolf (so what if I watch Airwolf? It happens to be a very exciting programme, so don't knock it!) Taking control of a number of different craft is confusing at first, but like any other strategy game, perseverance brings a certain amount of clarity. Of course you can play the 'whizz around and blast everything' game, but you'll soon grow out of it! Wading through the systems is rather like watching an SF film, and playing the game is an Amiga-owning strategist's dream!

PRESENTATION 97%

Extensive manual, game save option, theme on audio cassette and surprisingly easy to use control system.

GRAPHICS 88%

A variety of effective filled-in 3D vehicles smoothly traversing the Southern Ocean and its islands.

SOUND 74%

Samples convey the sounds of a future sea war neatly, though it's all a bit reminiscent of the ST.

HOOKABILITY 87%

An Action Game option eases you into the first few intriguing plays.

LASTABILITY 97%

Familiarity with piloting Mantas and Carrier systems allow a near infinite variation of tactics and combat actions.

OVERALL 92%

A graphically excellent and action-packed strategy game of remarkable depth.

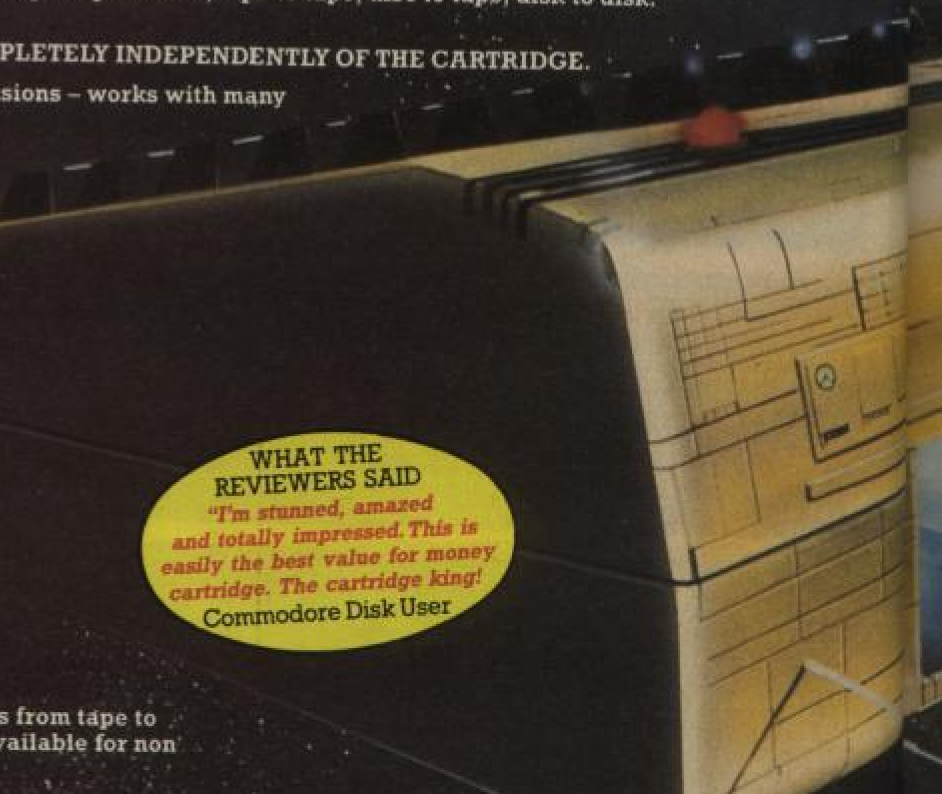
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WHAT THE REVIEWERS SAID
"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The cartridge king!
Commodore Disk User

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STARGLIDER 2

GOLD MEDAL AWARD

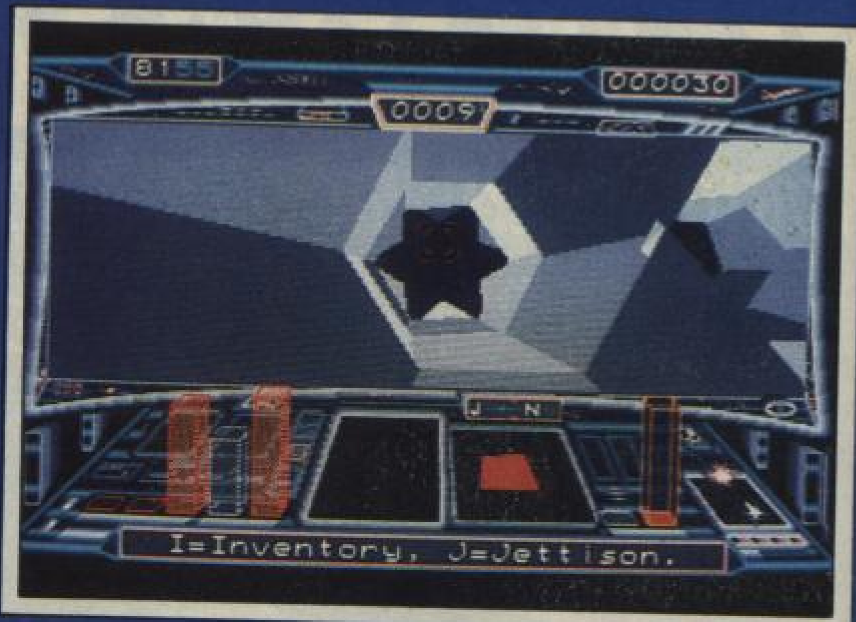
Rainbird, £24.95 disk

●A perfect demonstration of just what an Amiga *can* do

Heroes are never allowed to rest for ever, it seems. Maybe this has something to do with the fact that evil emperors never take defeat easily. This is the case with Prator, head of the ruthless Egron Empire, who wishes to make up for the crushing defeat by a lone fighter on the planet of Novenia. Two years have passed since then and he's decided, in his infinite madness, to build a super weapon with which to extend his empire and destroy Novenia.

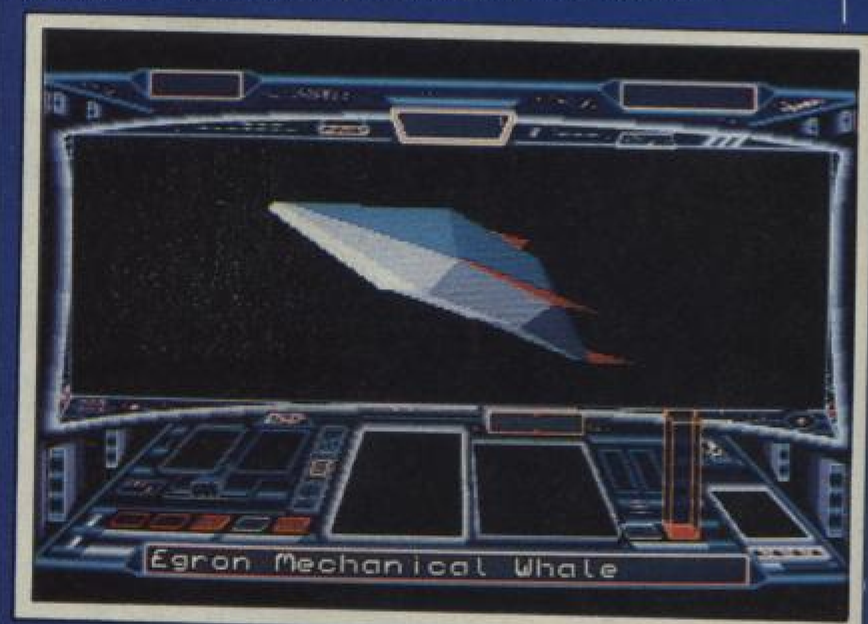
One fateful day, evidence of hostile Egron activity reached the Egron high council, causing them to increase their defences. These defence systems were alerted on one occasion by a small, rapidly approaching craft: closer examination showed it to be nothing more than an Apogean escape pod, containing a single occupant – Jodas, the sole survivor of an Egron attack on Aldos. He suspects that the Empire is planning to base a superweapon there on the moon.

Further investigation showed that they were indeed building

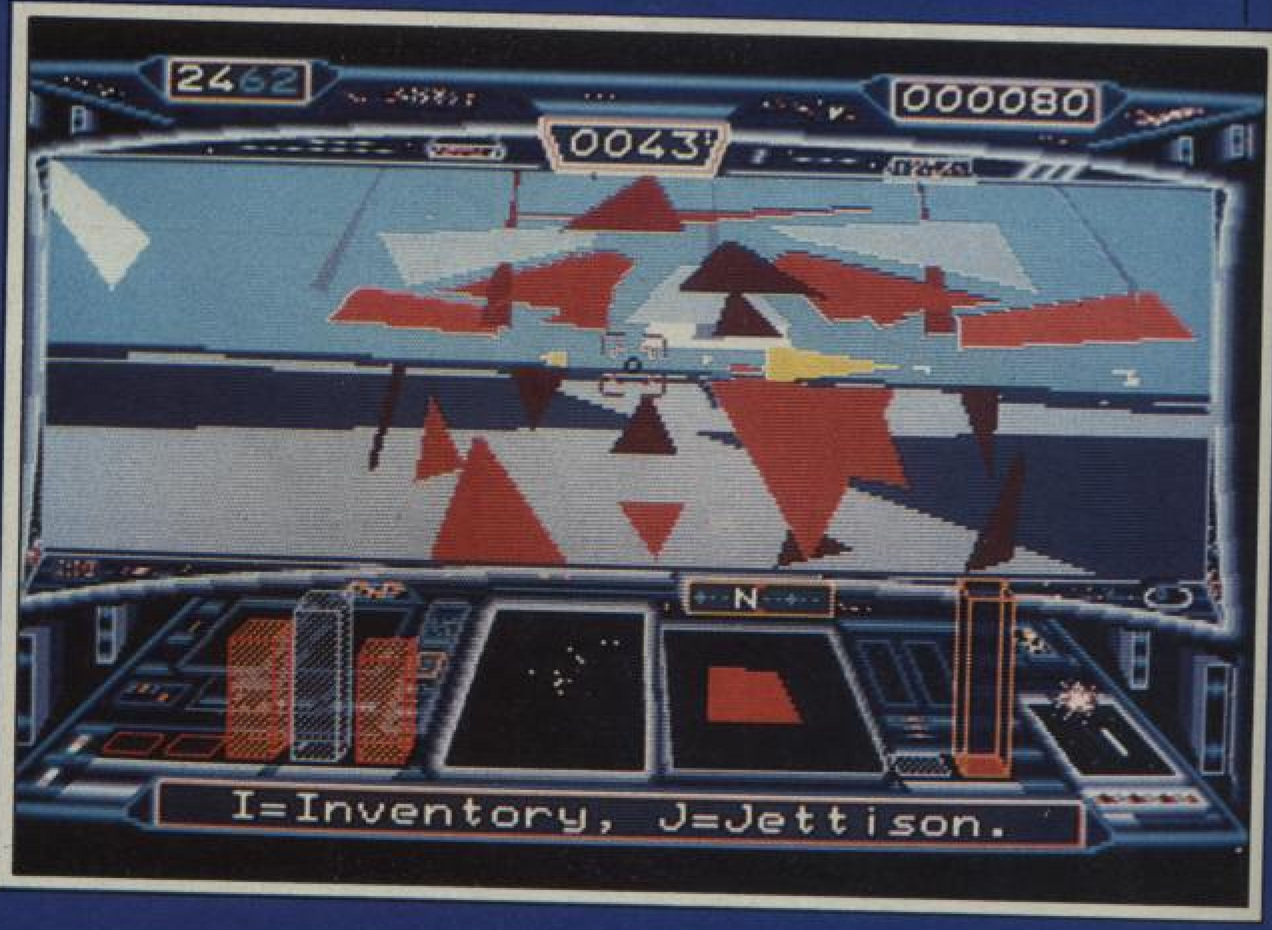


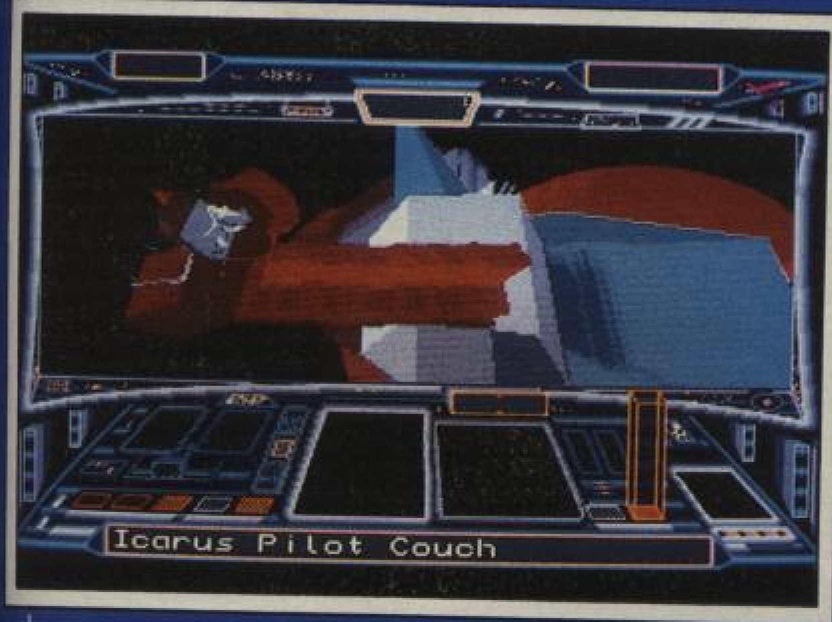
▲ You'll never get the Icarus through that tiny blast door . . . will you?

▼ A marvel of Ergon engineering – a space-going mechanical whale!



▼ KERRUMPPH! An eruption of light and heat as the Icarus' lasers strike home

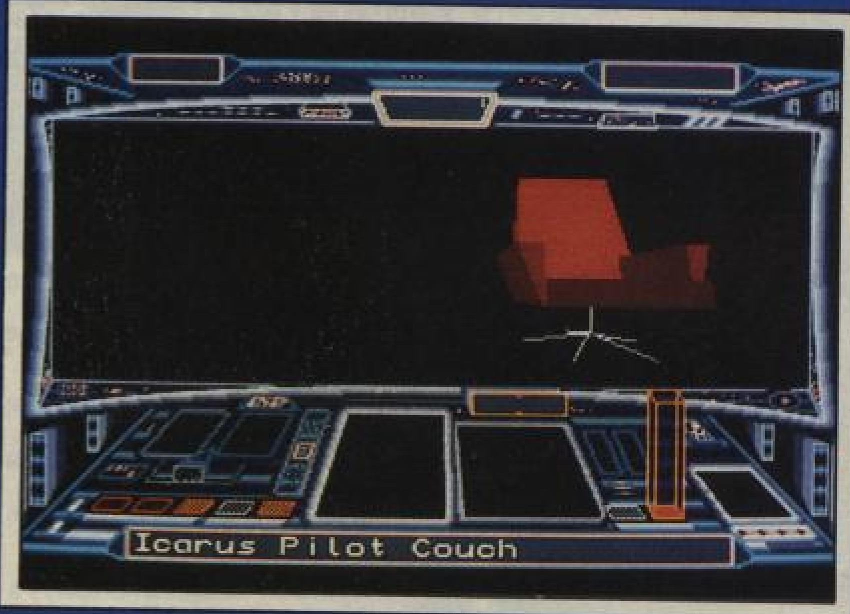




▲ Weirdness abounds in the *Painting With Rolf* demo mode

Maff's frantic ravings (a sight to be seen indeed) over this game at first caused me to snigger somewhat, but having played Starglider 2 **I have to admit that his boundless enthusiasm *was* justified. Completely. Words really cannot describe the quality of the graphics; however, 'just about the the best we've seen on the 16-bit machines' is pretty accurate. The 'Painting with Rolf' option, which allows you to view all the filled-in 3D elements uninhibited, shows the perfection of the carefully shaded, cleverly defined and silkily smooth animated graphics, from the Icarus' pilot chair to the Egron mechanical whale! When incorporated into the game, these beautiful things take on a believable role in the hectic blasting; and your surroundings – when skimming a planet's surface, speeding between planets in space, or passing through a twisting tunnel – are thoroughly absorbing. Sound complements the graphic action perfectly, using imaginative samples to round off a game which at last does justice to the power of a 16-bit machine. £25 seems a paltry sum to pay for a classily packaged and perfectly programmed shoot 'em up.**



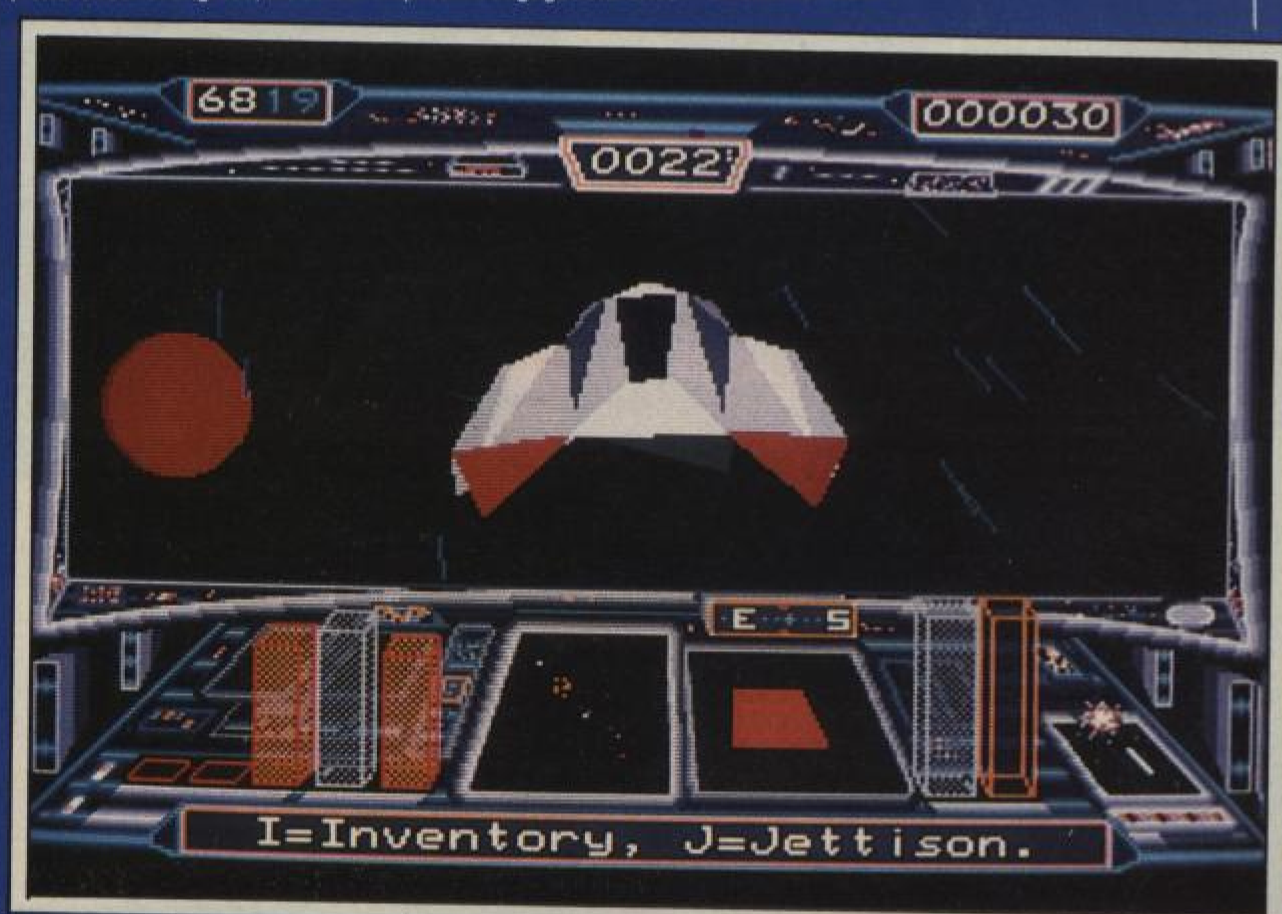


◀ *Painting With Rolf* allows a close inspection of every item in the game, right down to the pilot's acceleration couch!

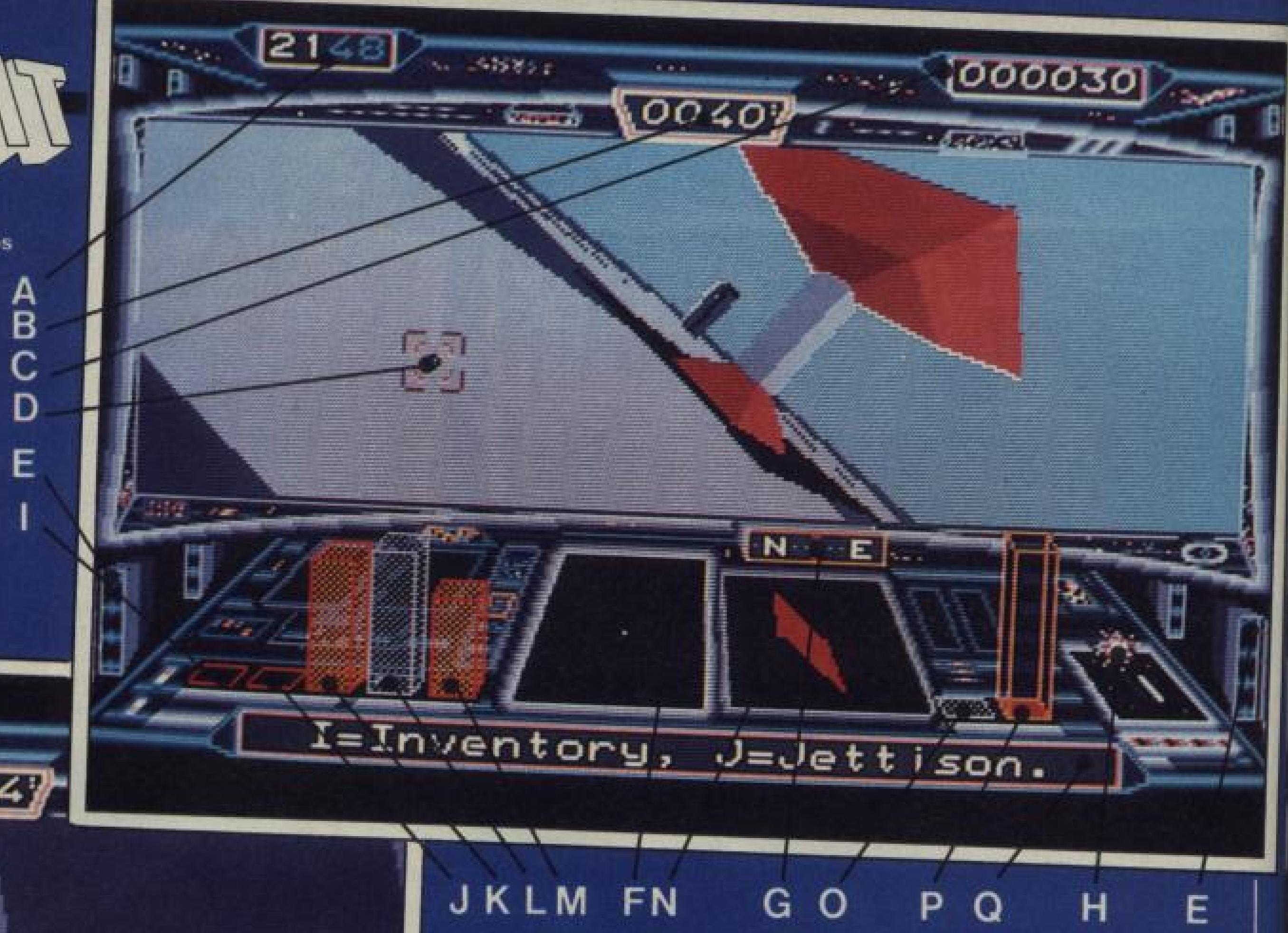


When Paul sloped into the office and said, 'Starglider 2 **is a bit good', I scuttled along to have a quick look. Well, it started off as a quick look, but soon turned into a lengthy game session! Right from first seeing the absolutely beautiful title screen, I knew that this was going to be quite a sequel. Starting the game up proved beyond a shadow of a doubt that this is what all Amiga owners have been waiting for – it's the most amazing home computer game I've ever seen! The 3D graphics are very smooth and colourful and pull your imagination into another galaxy. The atmosphere is reinforced by the brilliant sound, the effect of a passing spacecraft being very reminiscent of the TIE fighters in** Star Wars. **All the aspects of the game will take quite a while to grasp, but the novella included in the package is crammed with clues – and learning's half the fun, isn't that what they say? Forget** Mercenary, **forget** Elite, **this is *the* 3D computer game. If you decide that you don't want this, then why have you got an Amiga? Come to that, all you non-Amiga owners, after seeing this, don't you think it's time you thought about getting one?**

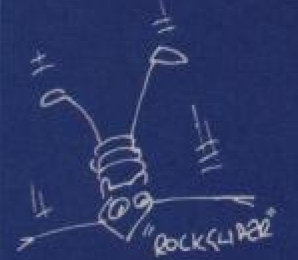
▼ With a roar of engines, the attack ship Icarus engages stardrive – an exterior view

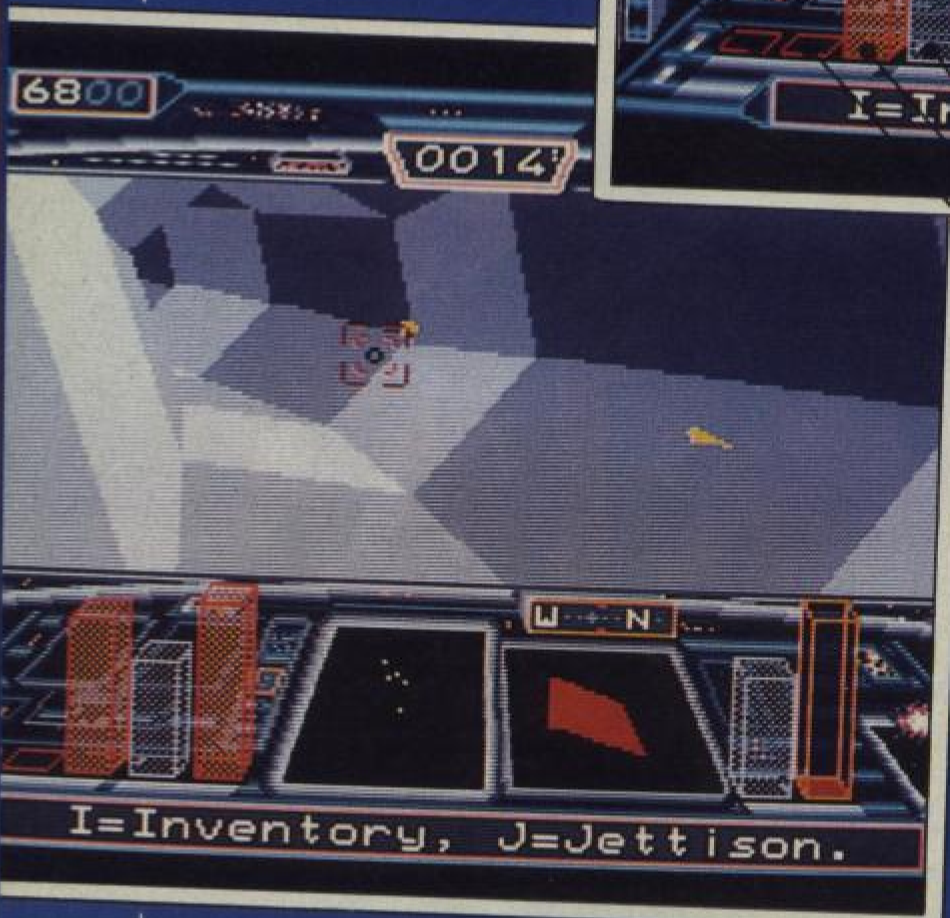


▶



► An energy collecting tower goes about its business





► Gently does it! Coaxing the Icarus through the confines of a moon's internal passageways isn't easy!



A: Grid Co-ordinates. Shows the current location of the ICARUS.
B: Clock. Displays elapsed time since mission began.
C: Score.
D: Sight. HUD system used for all targetting and locating.
E: Refuelling Indicator. Pulses when refuelling is in progress.
F: Scanner. Shows all objects within range of the ICARUS.
G: Compass.
H: Weapon Indicator. Displays a hologram of the currently selected weapon.
I: Bouncing Bomb Indicator. Shows how many bombs are in the bomb bay.
J: Missile Indicator. Shows how many missiles are in the tubes.
K: Laser Cell Status.
L: Energy Shield Status.
M: Fuel Indicator.
N: Artificial Horizon.
O: Velocity Indicator.
P: Altimeter. Shows the height of the ICARUS (inactive in space).
Q: Microscreen. Prints up various reports from the computer.

such a weapon: a huge Q-Beta plasma beam, capable of destroying a planet with one blast. No prizes for guessing which planet will be first to be trounced (Novenia, divvy!).

Drastic situations call for drastic measures and only one course of action is left. The two pilots who served Novenia so well in the last conflict – Katra and Jaysan – are contacted. Since the victory they chose very different lifestyles: Katra chose to continue to help the planet rebuild after the devastation, whereas Jaysan decided to go for girls, swimming pools and mansions. Katra agreed to the mission without hesitation, but Jaysan took some persuading to leave his new-found luxury.

This time, instead of an old retro-fitted antique ship, they are given a prototype police attack ship, called ICARUS. Unfortunately, the weight requirements of the craft mean that all extra weapons must be removed, much to the dismay of Katra and Jaysan. Additional weapons can be commissioned, however, to add to the standard gas-laser cannons. These include bouncing bombs (for *Dambusters*-style attack runs), energy cuboids (a strange device which causes time to do weird things) and the ultimate on-board weapon, the neutron bomb (only one can be built and must be used for a specific target).

As you may suspect, neutron bombs can't be bought off the shelf. They take time, money and parts to finish, not to mention finding the designer (which is down to you). Also, there may be the odd Egron official who will give you help – but then, you'll just have to buy the game and read the novella for that information, won't you?



It says on the side of the packaging that Starglider 2 **is a flight simulation: to be quite honest this is doing it a bit of a disservice. It's much *much* more than a mere flying game. There's interplanetary travel, aerial combat, battle strategy, just about everything – the atmosphere and playability wrapped up in the game is incredible! The original vector 3D of** Starglider **has been replaced by incredible shaded graphics which just have to be seen to be believed. The stationary screenshots in this review fail to do the game any sort of justice. Another thing that can't be demonstrated just using pictures is the incredibly realistic sound: you can almost sense the objects flying around your head. (In fact a thought just struck me, what about playing** Starglider 2 **with the sound amplified through a set of headphones. Oh *God!*). If by now you haven't got the message: GO AND BUY** STARGLIDER 2, **IT'S AMAZING!**

PRESENTATION 96%
Brilliant demo mode, useful James Follet novella and loads of other wundy stuff.

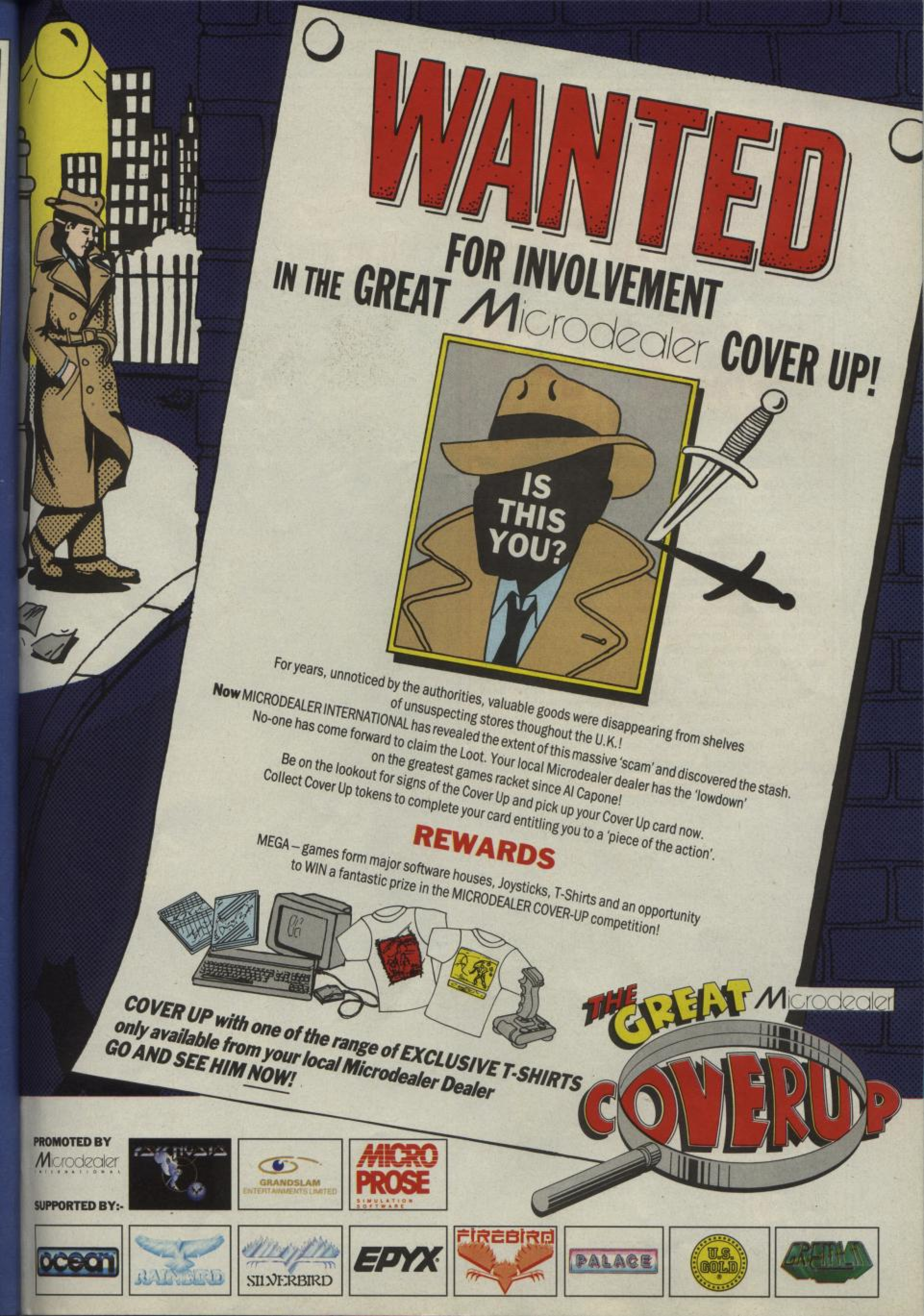
GRAPHICS 95%
Unbelievably good 3D with a large array of well designed objects. The realism is superb . . .

SOUND 98%
Extremely atmospheric effects create an incredible sense of 'being there'.

HOOKABILITY 93%
There *is* a lot to learn, but boy do you want to learn it!

LASTABILITY 97%
It'll keep you occupied for weeks and weeks and . . .

OVERALL 98%
A unanimous decision in the ZZAP! office: the best Amiga game yet.



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THE 'BIONIC COMMANDO' CHALLENGE

MAFF EVANS: WE CAN REBUILD HIM . . . BUT WE WON'T

ZZAP! CHALLENGE

After last month's humiliating fiasco of a challenge, I decided to throw the smug ZZAP! team into disarray by insisting that the man-mountain vacate the champion's seat in favour of the newest outcast of humanity to join the reviewing team, Maff Evans. This loud and unintelligible pseudo-Scouser tried to beg off in his usual wingeing way, his puny pleas littered with unprintable expletives, but I would take no excuses from the foul-mouthed scruffbag. I scoured the entries until I discovered a relatively new game on the score list, Bionic Commando**, confident that the Welsh weirdo would not be familiar with the title.**

The challenger arrives in the form of thirteen-year-old Marc Blackie from Brockey in London, replete with Garfield adorned trousers (you humans have no taste), with school-friend Ben Biddington in tow. Marc lists his favourite games as Wizball**,** Samurai Warrior **and his chosen game for the challenge,** Bionic Commando**. This brings howls of dismay from the weakling in the hat: 'I've hardly played it'. Tough. Hur hur.**

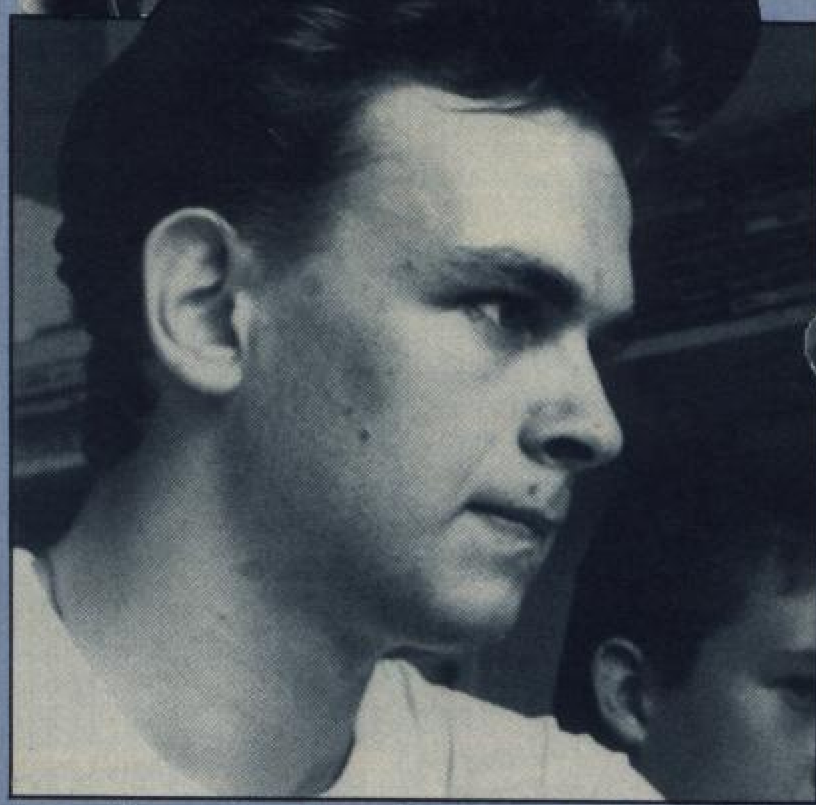


The challenger and friend arrive on the ZZAP! Towers doorstep just as the brainless wonders are off for their daily pig-out.

'I'll take them to lunch . . . *hehe!*' grins Maff, rubbing his hands together in a perversely untrustworthy manner. Needless to say, a Scorelord watcher is placed on the scene to thwart any dastardly plans. The trio return after their nourishment, with Marc looking not the least bit worried. More than can be said about the puny defender, who can't even open a can of Coke without struggling. Puny imbecile.

Marc relaxes by playing *The Great Giana Sisters*, whilst Maff sits muttering dark oaths in his Scouse accent ('Look I'm not from Liverpool OK?').

The players sit in front of their machines and take out their joysticks, Maff using his favoured Zipstik whilst Marc plumps for the seasoned gamer's favourite, the old Atari stick. This causes consternation in the home camp: 'Oh 'eck, good players use them!' I announce that the match is to be the best of three games, each



▲ **Doesn't the repulsive neo-Scouser's concentration make you want to vomit?**

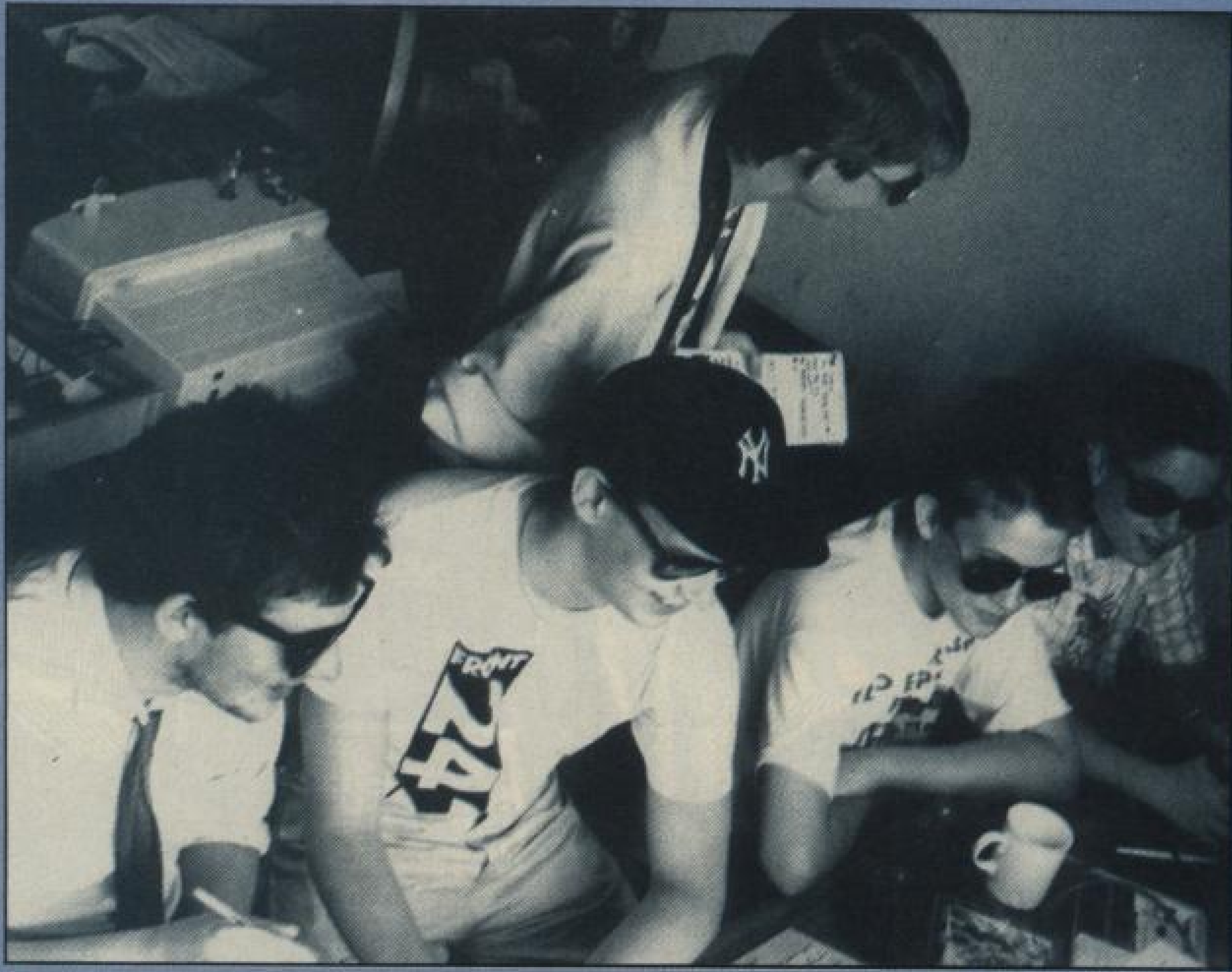
▼ **Pre-match pressure is applied to my hopeful Challenger, Marc Blackie**



played over the first two levels, so that each player's point accumulation is tested rather than the ability to run away like the coward that Maff is.

I signal the games to commence: they start at slightly different times, causing the music to play out of sync. This visibly unnerves the Scouse sap ('For the last time I'm f***ing not from Liverpool!') who swiftly leaps for the volume control. Still shaken by this cacophonous outburst, the Northern Div starts off awkwardly, struggling to collect a turbo arm. Marc easily collects the arm and safely swings his way to the end of level one. Maff attempts to be clever by collecting all the bonus medals, but his big headedness causes him to fall prey to a bird. Despite this mishap, he is just in the lead with 25,700 at the end of the level to Marc's 23,380. Tense moments such as this call for a Flash chaser . . .

Level two starts out well for both players, until the challenger loses two lives within 200 points. Maff's game follows a similar pattern, losing three lives in quick succession. Marc decides to ignore the grenade launcher, running for the end of the level, but Maff grabs everything he possibly can for an extra bonus. The two players finish the level and I wait with bated breath as the bonuses are added. Marc finishes with a score of 45,450 but the disgusting defender just pips him at the post with 47,250. Aaaargh!



▲ All eyes are on the pathetic son-of-Flint's monitor, and every face laughs at his puny score in game two

▼ Victory is expressed in a typically childish and retarded macho way by new boy, Maff Evans



Appalled at this shocking defeat, I retire to my chamber for a quick snort of Harpic whilst the gamers prepare for the second duel. I return to the arena just as the game commences. Much to my dismay, Marc has allowed the peaked pillock to have the tune playing from his own monitor, as he claims it helps him to concentrate – pathetic pinhead! Flushed with success, he begins the second game more confidently, storming to the end of the first level with barely a scratch, gaining 25,890 points. Marc, however, doesn't fare so well, being shot shortly after picking up the turbo arm and only managing to scrape 23,920 after the bonuses have been added. Sensing defeat, Marc attempts to put off the deranged reviewer by turning up his monitor, to cries of 'Nazi tactics!' from Maff. The ploy appears to work, as Maff misses valuable bonus medals and must shoot everything that moves to reach a final score of 49,640, way behind Marc's 52,240. One game each! There is still hope for my brave challenger yet!

The third game starts with both players gritting their teeth with determination, ready for the deciding battle. Marc swings easily into the fray, collecting a bonus medal and turbo-charged arm before finishing the level with a score of 24,420. The hapless reviewer fares a little worse, dropping onto a mine near the end of level one, miserably howling, 'I'm losing it, Brian!' Despite these outbursts, he finishes with a score of 25,890.

Level two begins with both players competently fighting their way into the castle, only to lose a life at the hands of the cannons.



▲ Defeat for my failed champion results in his friend battering him to death – a fate richly deserved

Marc misses the flame thrower and in his disgust runs headlong into a laser blast, losing yet another life. The fawning fart from Flint loses his next man to a soldier dropping onto his head and hobbles to the end of the level, finishing just after Marc. My tension circuits can hardly stand the strain as the final scores are added. The results appear and . . . NOOOOOOOOO! The smug one gets 48,670 just ahead of Marc's 48,360.

How can this happen? The ZZAP! team are victorious two months in a row! I depart, until next month, to drown my sorrows in a vat of Jeyes' Fluid. I *will* be avenged!



720° (US Gold)
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia
451,700 Simon Scott, Perth, W Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
134,300 Mike Thomas, Caerphilly, Mid Glam
111,100 Matthew Upton, Emley Castle, Worcs

ARKANOID II – REVENGE OF DOH (Imagine)
254,760 Robert Pascoe, Truro, Cornwall
247,550 Bret Crossley, Leeds, W Yorks
174,170 J Cripps, Peterborough, Cambs

BARBARIAN (Palace Software)
452,200 Martin Kelsey, Dore, Sheffield
334,500 Kriss, Northolt, Middx
298,600 Mark Woodison, Feltham, Middx

BATTLE VALLEY (Rack-It)
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts
802,300 A J Beamish, St Austell, Cornwall

BIONIC COMMANDO (Go)
202,480 Daniel Hambury, Beccles, Suffolk
80,640 Marc Blackie, Brockley, London SE4
70,510 Justin May, Crawley, W Sussex

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
7,000,100 Leigh Bartley, Leeds, W Yorks
6,811,100 Simon Delaney, Holcombe Brook, Lancs

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
122,600 James Harris, New Cross, London
121,453 Mark Doggrell, Luton, Beds

COMBAT SCHOOL (Ocean)
325,980 Mark (The Carcus), Swindon, Wilts
306,090 Paul Exton, Greenmount, Lancs
304,020 Nick Frere, Doncaster, S Yorks

COSMIC CAUSEWAY (Gremlin Graphics)
887,460 Gavan Flower, Werribee, Australia
601,249 Matthew Holdaway, Coulsdon, Surrey
550,673 Ian Kay, Enfield, Middx

CYBERNOID (Hewson)
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece
63,975 Jason Goodchild, Tattershall, Lincs

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
1,214,840 Richard Pembridge, Wirral, Merseyside

GAUNTLET II (US Gold)
Thor
12,761,453 Ged Keaveney, Huddersfield, W Yorks
10,100,476 Martin Lear, Huddersfield, W Yorks
7,511,439 Adam Ruckwood, Halesowen, W Mids

Merlin
24,863,449 Ged Keaveney, Huddersfield, W Yorks
19,201,100 Martin Lear, Huddersfield, W Yorks
13,783,472 Adam Ruckwood, Halesowen, W Mids

Thyra
32,860,112 Mark Crossthwaite, Stockport, Cheshire
11,296,318 Ged Keaveney, Huddersfield, W Yorks
4,202,401 Martin Lear, Huddersfield, W Yorks

Questor
9,817,642 Ged Keaveney, Huddersfield, W Yorks
7,062,517 Martin Lear, Huddersfield, W Yorks
3,601,448 Small Paul, COP, Newcastle upon Tyne

GREAT GIANA SISTERS (Go/Rainbow Arts)
74,764 Matthew Phypers, Sunnyhill, Derby
60,775 Graeme Agnew, Kilbarchan, Renfrews
55,820 Matthew Waring, Whiston, Merseyside

GRYZOR (Ocean)
2,302,200 Richard Lunn, Leeds, W Yorks
892,700 David Pocock, S Coydon, Surrey
829,900 Daren Burke, Romford, Essex

GUNSHIP (Microprose)
315,130 Glenn Archer, Mt Evelyn, Australia
302,390 Paul Griffiths, Llandudno, N Wales
301,980 Nick Frere, Doncaster, S Yorks

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

IKARI WARRIORS (Elite)
356,100 Nick Frere, Doncaster, S Yorks
338,900 Daniel Ody, Harrow, Middx
336,500 Graham Jones, Shrewsbury, Shropshire

IMPOSSIBLE MISSION II (US Gold)
104,000 Lee Smith, Southampton, Hampshire
92,800 Daren Burke, Romford, Essesx
92,700 Malcolm Shazell, Plymouth, Devon

INTERNATIONAL KARATE + (System 3)
484,100 Daniel Carroll, New Malden, Surrey
473,100 Terry Boudram, Colindale, London
441,000 Stephen Cargill, Upminster, Essex

IO (Rainbird)
461,650 Mark Campling, Norwich, Norfolk
393,140 Sir Hans, Ackmaar, Holland
365,550 Elvis Patel, Leamington Spa, Warwicks

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
197,260 Liam Dysrant Harrington Square, London NW1
187,940 Mark Brew, Wokingham, Berks

MORPHEUS (Rainbird)
1,321,485 Richard Pembridge, Wirral, Merseyside
1,202,241 Ian Brown, Warners Bay, Australia
628,463 Per Hoffmann, Vordingborg, Denmark

NEBULUS (Hewson)
201,240 Matthew Moriarty, Hurst Green, E Sussex
154,400 Michael Garnett, Hatfield, Herts
151,885 Daniel Carroll, New Malden, Surrey

OUT RUN (US Gold)
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx
83,246,590 Martin Lear, Huddersfield, W Yorks

PAC-LAND (Quicksilva)
614,990 Jake E, West Bromwich, West Mids
230,410 Alan Chung, Tavistock, Devon
211,730 Gareth Goodman, Rugby, Warwicks

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,004,600 Michael Aubert, Exeter, Devon
998,000 Alan Smith, Peckham, London

PROHIBITION (Infogrames)
$30,260 Robert Pascoe, Truro, Cornwall
$26,260 Stuart Wannop, Accrington, Lancs
$22,155 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)
64,500 JK Hugget, Huddersfield, W Yorks
22,790 Jonathan Perkes, Woodford Green, Essex
1,170 Robert Fullerton, Hawkshaw, Lancs

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
1,853,213 Haythem Al-Kishtaini, Wollaton, Nottingham

ROAD BLASTERS (US Gold)
1,020,900 Daniel Lockey, Bishop Auckland Co Durham
1,019,620 Marc Blackie, Brockley, London SE4
327,600 Nick Oakleigh, Eastbourne, E Sussex

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam, Holland
1,022,100 Jason Faulkner, Cottesmore, Leics
766,580 Glenn Black, Gainsborough, Lincs

ROLLING THUNDER (US Gold)
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall
324,640 Tobias Olafsson, Ockero, Sweden

SAMURAI WARRIOR (Firebird)
472 Bret Crossley, Leeds, W Yorks
291 Steve Lee, Guildford, Surrey
138 Aquil Uddin, Crystal Palace, London

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
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11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,162,570 Gavin Burnett, Westhill, Inverness

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641,592 K Daniels, Northolt, Middx
624,567 G Woodhouse, Barrow-in-Furness, Cumbria

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340,900 Daniel Carroll, New Malden, Surrey
284,970 James Jacoby, Greenford, Middx

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
40,455 Joan Tillotson, Halifax, W Yorks
28,820 Michael Reineke, Lüdinghausen, W Germany

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

THUNDERCATS (Elite)
2,640,600 Steven Alexander, Cullybackey, Ballymena
1,450,700 Matthew Smith, Warrington, Cheshire
286,850 Paul Inman, Yardley, Birmingham

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
176,470 John Glynn, Newcastle, Staffs
60,000 Steve Lee, Guildford, Surrey
23,650 Kudly Bix, York, N Yorks

ZENJI (Firebird)
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants
33,150 Owen Gorman, Cas Hebbyney, Co Monaghan

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
397,950 Marios Stylianides, London, SW16
197,800 Ioan Pritchard, Powys, Wales

ZYNAPS (Hewson)
398,850 Steve Lee, Guildford, Surrey
272,900 Neil Burton, Torquay, Devon
248,500 Torban Bennett, Freemantle, Australia



A-812387 touched down without a sound. Parachute hidden safely away, he surveyed quadrant 'X' with the steely gaze of a professional killer. The task was hard, some would say impossible, but to a special operations agent the impossible was merely a way of life.

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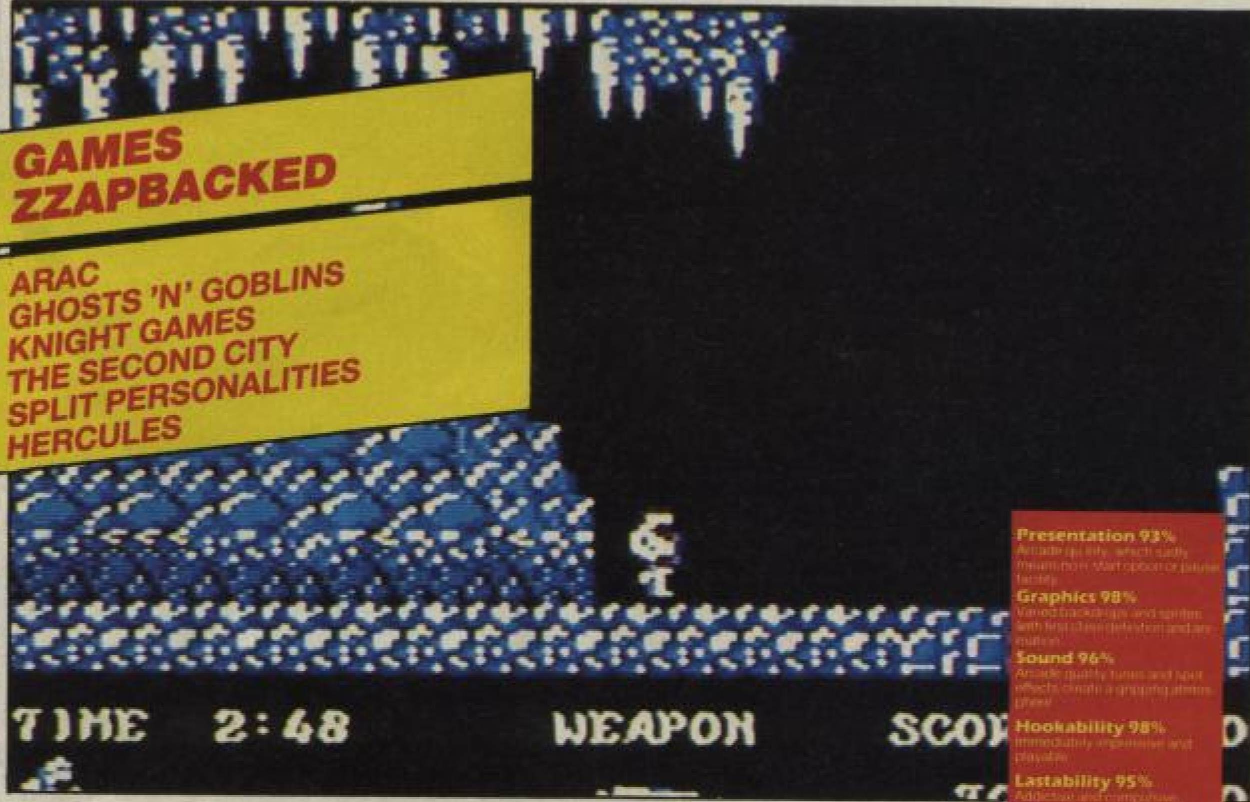
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ZZAP! BACK

Walk with us if you will, through the mists of time . . . back . . . ba-a-a-a-ack . . . to September of 1986, when four men took on the Commodore software industry and sorted the men from the boys. Now Gorgy and his faithful chum, Paul, inspect the classics of yesteryear to see just what kind of macho guys these programs really are.

GAMES ZZAPBACKED



Presentation 93%
Arcade quality, which sadly means no start option or pause facility

Graphics 98%
Varied backdrops and sprites with first class definition and animation

Sound 96%
Arcade quality tunes and spot effects create a gripping atmosphere

Hookability 98%
Immediately impressive and playable

Lastability 95%
Addictive and compulsive, although interest may wane once the game is completed

Value For Money 96%
A worthy investment

Overall 97%
An outstanding arcade conversion

GHOSTS 'N' GOBLINS
Elite

This conversion of the Capcom arcade game was received by ZZAP! with nothing less than a Gold Medal, and the spooky platforming blast attracted some well over-the-top comments from the lads. Gaz Penn found it so addictive he announced, 'I've played it and played it and completed it and completed it and I *still* play it.' Julian was particularly enamoured, describing the game as 'absolute perfection'. Also brimming with praise, Paul Sumner called it 'a brilliant translation of the arcade game'.

Another one of those classics which is coming soon with a £1.99 price tag. If you haven't got it, there's no excuse: break into that piggy bank with your household hatchet and buy it today (even if today is a Sunday).
GH

Great graphics, haunting melodies and addictive gameplay make this one of my favourite Commodore games ever and I wouldn't care to count up the late nights it gave me. The game's completion was no deterrent to continued play and I would still be happy to pay ten pounds for this (if I didn't know that it was being released this autumn at budget price!)
PG

(Gordon) Presentation way down 'cos it doesn't give you a pause or quit mode; Sound down by 20% – it's a great tune but it soon becomes a grate tune. The rest of the ratings are fine, though at the price I'd give it a Sizzler.

(Paul) The Presentation rating has to come down to about 40 or 50% because of the lack of some basic options, but otherwise the marks are accurate. It still a great game.

MERCENARY – THE SECOND CITY
Novagen

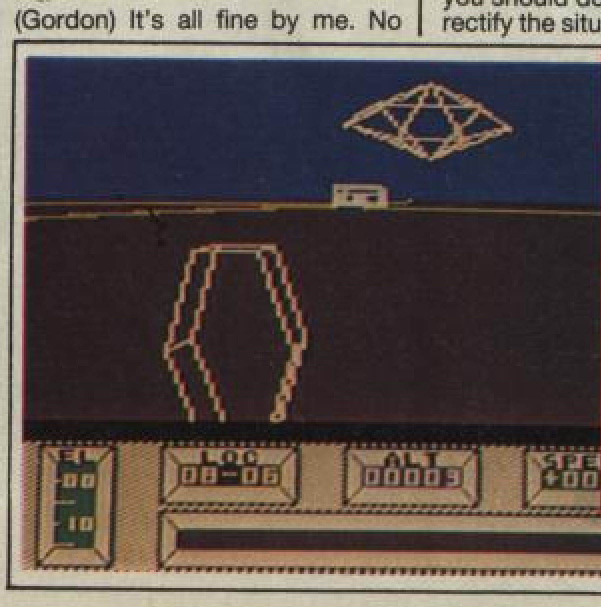
Having solved Paul Woakes' original vector graphics masterpiece, keen *Mercenaries* were given the chance to explore a city on the other side of the planet Targ. The reviewing team found it a much tougher game than the first, but it still earned such superlatives as 'Magnificent!' from Jaz, and, 'a brilliant program' from young Dick Ed. Mr Penn simply warned, 'If you own a copy of *Mercenary* and love the game, don't miss this!' Er, well, we didn't, Gazza.

I actually preferred this to *Mercenary*: it's far more devious, and I'll admit that I've never completed it (sob, sob). If you were a fan of the original, this is the icing on the cake; if not, go and stick your head in a bucket of custard.
GH

I have no option but to agree with the original review. *Mercenary* was brilliant, and this addition made it even better. If Paul Woakes ever comes back to the 64 from programming 16-bit games, I just hope he finds time to produce something else in this vein.
PG

(Gordon) It's all fine by me. No quibbles at all with the grey-haired old reviewers of yesteryear. Sorry.

(Paul) I wouldn't argue with the original ratings. If you got *Mercenary* but missed this instalment, you should do your damnedest to rectify the situation.



Presentation 92%
Very well thought out and presented. There are no instructions as such, but then that's how it should be.

Graphics 97%
Fast and effective 3D vector graphics

Sound 50%
Good sound effects, but most of the game is played in silence

Hookability 97%
As soon as you start playing all the original thrills and exhilaration return

Lastability 96%
The Palyar Commander's brother-in-law is determined to make your life hell — and he does!

Value For Money 95%
Six quid for the latest instalment in the Mercenary saga is a steal

Overall 95%
A classic . . . and a half

ARAC
Addictive Games

This was a definite oddity which nevertheless caught the imagination of the reviewers from the word go. The plot? Search a maze for parts of your ultra-mobile arachnidroid using the combined help of five weird and wonderful beasts, then blast the core of a reactor before meltdown. Originality and graphical excellence were *Arac*'s strongest features, a combination which led Gary Penn to nominate it as 'one of the more playable arcade adventures available'. Jaz considered *Arac* 'well worth the money', and new boy Richard Eddy wasn't holding anything back when he said it 'really deserved to do well.'

Er . . . yep, it was brill at the time and it's brill now – but only because it's on a budget label. It's one of the oddest arcade adventures I've ever played, but the two entry levels into the game and a complex map guarantee its lasta-

SPLIT PERSONALITIES

After a bit of legal trouble with a certain Fluck and Law over calling this game *Splitting Images*, it was retitled and released to much adulation from the ZZAP! crowd. The game takes the form of a sliding block puzzle with extra bits, but scored on its use of portraits of celebrities as the subject of the puzzles and the brilliant gameplay elements such as bombs and a time limit. Its humour and originality won Jazza's vote – 'A great game, this,' quoth he. Rich was 'hooked for ages' and Gary thought it 'all very competent'.

I still play this from time to time, and it's as addictive as it ever was. It got 86% in our Def Puzzle Guide, and I'd say that was about right for an Overall mark now.
GH

Phew! This game is the definition of the word 'frenetic'. I say that not just because you're finishing a puzzle against the clock but you have so many other elements to contend with at the same time that you have to be something other than human not to break out in a sweat while playing. Now it's out on compilation, this is well worth looking up.
PG

(Gordon) Every rating down by at least 5%. Puzzle games tend not to age in the same way as other game types, and this one has stood the test of time pretty well.

(Paul) Everything down a tad to the mid 80s I think. Not quite as exciting now as it was back then.



KNIGHT GAMES
English Software

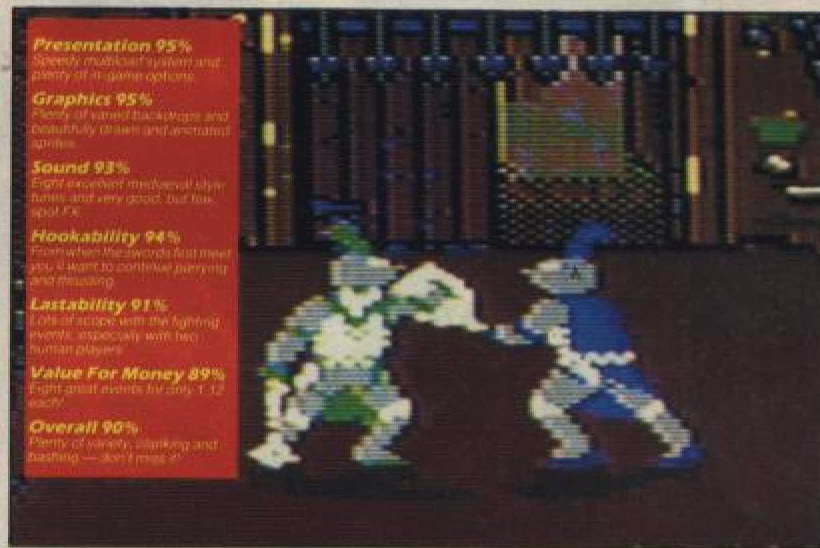
This game comprising six events of medieval assault and battery with a couple of ancient target practice games proved a big 'hit' (joke?) (No – Ed) with the boys. Gary called it 'one of the best fightin' and fumpin' games to appear on the 64 yet', while Richard the rookie reviewer felt it had got to be 'the best smash 'em up ever'. Julian, restrained as ever, said he 'enjoyed playing' such a 'nice' game.

After about ten goes I found this all a bit boring and cast my joystick aside for good. Playing it now only seems to compound the boredom I felt then. It's all very *nice*, but it's all very much the same, too.
GH

I'll admit that *Knight Games*' graphics and sound were good, but I'm afraid I found the gameplay in the six combat events astoundingly boring. There was little point in perfecting the use of the fighting manoeuvres because none of them seemed to have any tactical advantages over the others, so you could win a bout just using one move continuously. The simplistic shooting events were scant recompense for such tedium.
PG

(Gordon) Nope, it wouldn't get a Sizzler in my book: lots of neat graphics and sound, but the lack of lasting gameplay would bring down the other ratings substantially: about 65% Overall.

(Paul) Hookability and value for money down to 60s, and lastability and overall plummet further to around the 50% mark. Not worth bothering with these days.



bility. It's tops in my house.
GH

I have to say that *Arac*'s strange scenario had me a little bemused when I first played it, but the weirdness is offset by the obvious technical accomplishment, and so the game proves strangely compelling. At full price *Arac* was a good buy, but now it's been released with a three quid tag, it's even more attractive.
PG

(Gordon) I'd knock everything down by 5% or so, apart from Overall which, because of its new mega-low budget price, deserves to stay the same.

(Paul) I would only change the graphics rating, knocking it down to about 74% because of the rather tacky representation of the creatures. Oh, and of course the lower price bumps up the value for money rating by a couple of per cent.



HERCULES
Alpha Omega

The ZZAP! mob quickly got the impression that behind this budget platformer's ugly façade was a fiendish but very playable game. Gary went as far as to call it 'brilliant', and then went on to say, 'I love it. If it was female, I'd marry it.' Would it have married him, though? Jaz didn't go quite so far, and concluded that *Hercules* was 'a brilliant game which definitely shouldn't be missed'. Rich was in agreement and his verdict was that it was 'definitely a game all platform addicts'.

This and *Gods and Heroes* are both superb: fast, compelling and cheap! It's one of the best platform games on the 64 – and you won't believe me until you've bought it (now for £1.99). Every time you play it, it lets you progress that little bit extra so that you end up a quivering wreck on the floor (or on the lampshade, depending on your preference).
GH

After reading the rave reviews, then looking at the screenshot I was highly sceptical about this game, but actually playing it proved the adage about not judging a book by its cover. The devious puzzles put extreme strain on my sanity and, well, the rest is history. Gibber gibber.
PG

(Gordon) At the price it is now, all the ratings are spot on.

(Paul) Since the time of the first review, *Hercules* and its similarly playable sequel *Gods and Heroes* have been released on one tape for the paltry sum of £1.99. Consequently the value for money rating stays the same. The other marks I would leave alone.




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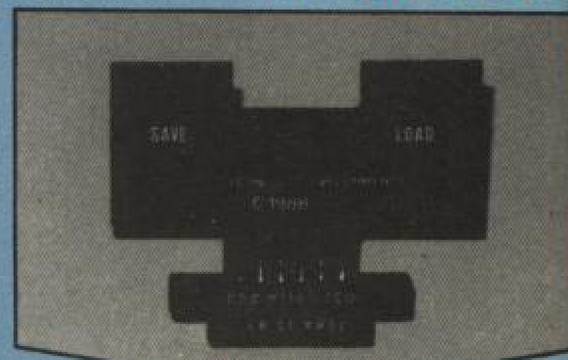
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ZZAP! WINNERS



COR BLIMEY LOOK AT THAT AMIGA COMPETITION

Gordon Harwood Computers wanted to give away an Amiga A500 with a TV Modulator AND a software bundle comprising of *Deluxe Paint, Goldrunner, Leatherneck, Time Bandits* and *Karate Kid 2* to the winner of this competition. Did we argue? Nope. Anyway, the lucky chap who will have his friends saying 'Cor blimey look at that Amiga!' is . . . **Robert Chisholm, Brandon, Suffolk.**

They also wanted to give a second prize of a Sega console with a copy of *Out Run* to another lucky entrant who unscrambled the anagrams perfectly to make Game, Assembler, Modem, Adventure and Interface. He is: **Rodger Gibbs, Banbury, Oxon.**

A prize of a £50 voucher to spend at Gordon Harwood Computers was also up for grabs for a third prize and this goes to . . . **Joseph Pinto, Hersham, KT12 4LR.**

And the prizes continue to be doled out: there were also seven runners up prize of a £5 voucher each to be spent at Gordon Harwood Computers . . .

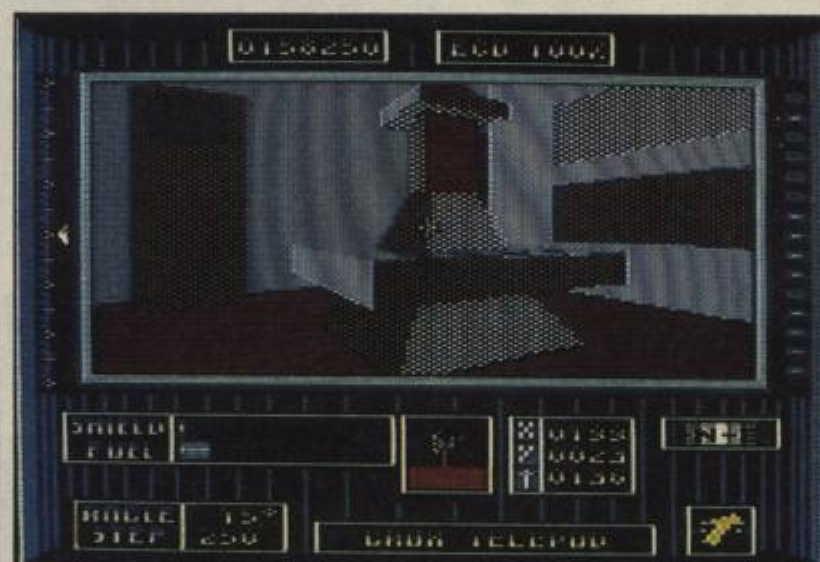
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TAKE A WALK ON THE DARK SIDE COMPETITION

The ever-so-generous Mr Andrews at Incentive was so pleased with his game *Dark Side* that he wanted to celebrate by giving away a portable CD player, a copy of *Dark Side of the Moon* on CD and more CD tokens worth £50 to the winner of this competition. The lucky, lucky barstool himself is **Jamie Surtees, Chingford, E4.**

And to 25 runners up Ian is also going to send a special Incentive goodie bag . . . Yeh yeh yeh, that's what I like to see, generous software houses . . .

Phillip Bolton, Isle of Wight, PO36 9LD; Stephen Goodsell, Harpenden, AL5 5SD; Robert Johnson, Margate, CT9 2SE; Sean Tucker, Donington-On-Bain, LN11 9TR; Thomas Green, Burnley, BB10 2LJ; Neil Mounch, Slough, SL3 9LH; William Duff, Renfrewshire, PA3 3EY; John Flood, Perth, PH2 7RT; Karl Smith, Kirkwall, KW15 1BP; Simon Stone, Sutton-In-Ash, NG17 3AG; Matthew Holdaway, Coulsdon, CR3 3JH; G E Kilminster, Great Missenden, HP16 9QG; Surjit Singh, Leicester, LE2 1QA; Darren Smith, Bolton, BL3 1XQ; C P Walkden, Great Yarmouth, NR30 2AS; Michael Man, Ilford, IG 9RQ; Tony Dugdale, Douglas, Isle of Man; A Goodall, Oxon, RG9 1TB; Simon Blair, Matlock, DE4 3BX; M A Miller, Lynton, N. Devon; Gavin Driver, Charlton, SE7 7PY; John Hull, Romford, RM6 4LJ; SGT M Tomic, BFPO 106; Steve Blackburn, BFPO 20; Mr A P Newton, Ripon, HG4 2JN.



TOP 40 WINNER

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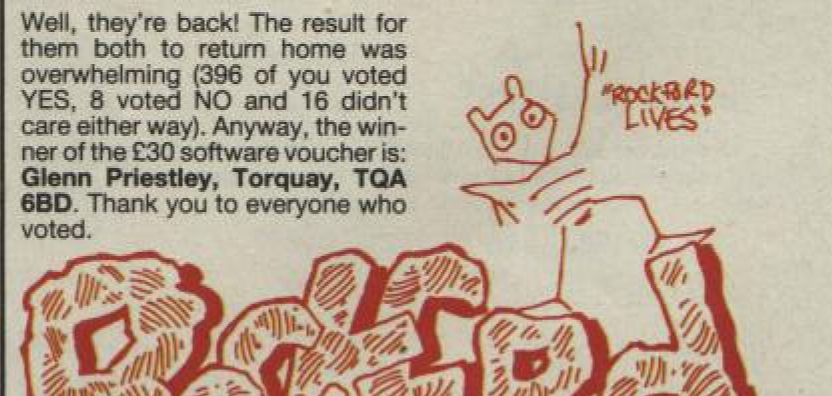
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(ZZAP! T-shirt and cap)
D Moseley, Rochdale, OL16 3HW; Simon Bray, Southampton, SO3 4EU; Joe Lister, Studley, B80 7LY; Simon Taylor, Southampton, SO4 1PP.

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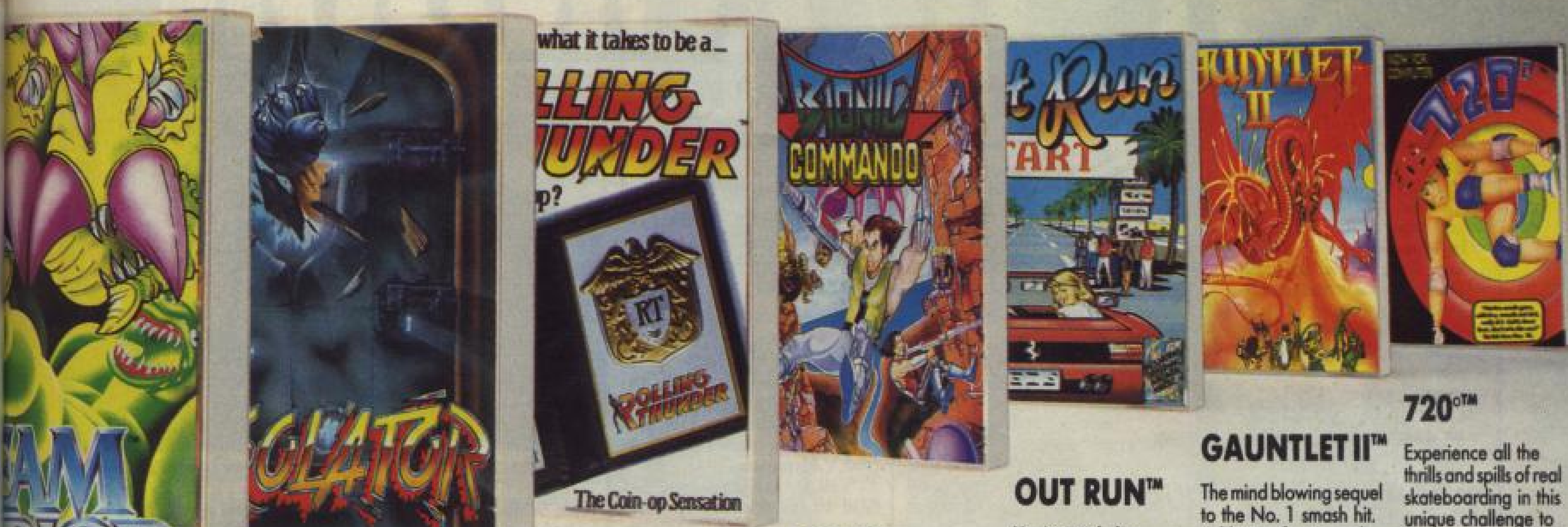


Well, they're back! The result for them both to return home was overwhelming (396 of you voted YES, 8 voted NO and 16 didn't care either way). Anyway, the winner of the £30 software voucher is: **Glenn Priestley, Torquay, TQA 6BD**. Thank you to everyone who voted.



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COR WHAT WHOP-PERS!

THALAMUS'S bits are so big they'll blow your brains away!

Yes, it's official – Thalamus are going 16-bit with a bang and the whole series of hypergames is heading for the **AMAZING** *Amiga and Atari ST!*

The stunning 16-bit offerings from Thalamus will first be shown at this year's PC Show on Stand 3434..

Armalyte, Hawkeye and new titles Xenodrome and Hel will be previewed there.

'Iz zere no vay of stopping zis excellence?' asked Amiga-owner Manfred V Flypaper.

THE STAR SAYS: *Pouting Paul Cooper can address our bytes any time!*

10 AMAZING ARMALYTE FACTS!

☆ Interactive simultaneous two-player extravaganza!
☆ State-of-the-art sprite multiplexing!
☆ Giant space monsters and huge fleets of attacking aliens!
☆ Capability for 160 bullet characters on screen!
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☆ State-of-the-art loading system removing all multiload problems!
☆ Eight levels of frantic and addictive gameplay!
☆ Incredible end sequence!
☆ Hidden secrets of Delta space!
☆ *(That'sh 11 - Ed)*

ALIENS LAND IN LONDON

ET terror grips posh Earls Court!

EXCLUSIVE by TONY CHEQUEBOOK

THE SNOOTY SNOBS of London's trendy Kensington were shouting 'Help!' instead of 'Hooray Henry' yesterday – when a horde of mutant aliens landed on their back doorstep.

And top Government boffins are terrified that the incredible creatures could **BRAINWASH** 100,000 innocent Britons on the Thalamus stand at September's Personal Computer Show!

Now *The Thalamus Star* can reveal the spine-chilling facts *(shurely not factsh exactly? - Ed)* behind our historic capital's nightmare.

The deadly downpour is part of a **FIENDISH** plot from potty Paul Cooper, boss of super soaraway software house Thalamus.

Cranky Cooper sent polite invitations to **VICIOUS** aliens asking them to join him for a cup of tea and a preview of *Armalyte* on Stand 3434 at the PC Show between September 16 and 18!

Creepy Crawley

The aliens disguised their starship as a Network Southeast train – and Britain's heroic railway workers made a desperate bid to stop them with a points failure at Crawley.

But horrified crowds looked on helplessly as they seized a taxi and ordered the driver to London, posing as Dutch games programmers.

Unluckily for the holiday-making aliens the taxi was driven by none other than Sid V Flypaper, brother of world-famous alien-hunter Dr Manfred V Flypaper.

'Vell, it vas like zis, guv,' Sid (Zid to his friends) told our reporter. 'Ven ze creatures entered my cab zey looked like zey 'ad 'ad a long journey so I asked zem vere zey 'ad come from. Beyond ze death-bowl of Delta in an uncharted part of an unknown galaxy, zey said. Blimey! Ztrike a light, guv!

'Zey left zlime on ze zeats but zey didn't leave a bleeding tip. String 'em up, I zay, zat's ze only language zey understand. I 'ad zat Stavros Fasoulas in ze back of ze cab once.'

'Diskusting'

And according to Dr Manfred V Flypaper's high-tech calculations the aliens will **APPEAR** on Stand 3434 as computer tapes and disks!

But Paul Cooper, the evil brain behind the alien invasion, lashed back at Dr Flypaper.

'I don't see what all the fuss is about, me and the spaced-out guys go back a long way – in fact I've just signed them up to appear in Thalamus's new shoot 'em up *Armalyte*, the fastest, meanest, brilliantest megablaster ever created for the Commodore 64/128, Amiga and Atari ST!

'Invading our dimension as disks and tapes is really handy as we've recorded **SMASH** games *Hawkeye* and now *Armalyte* onto the aliens and Thalamus is selling them off at £9.99 on cassette alien and £12.99 diskette alien. I have no qualms about allowing the invaders on Thalamus's Stand 3434.' *(Thatsh enough Shalamush -Ed)*



Court in the act . . . the saucy saucer hovers over London's PC Show

WE'RE LIGHT YEARS AHEAD!

YOU SAY 'YESH!' to The Thalamus Star – that's the result of a stunning new survey which reveals that we've become the universe's favourite read!

A report from Flypaper Intergalactic Buying-pattern Surveys (FIBS) reveals that *The Thalamus Star* stands head, shoulders and beer bellies above every other publication!

'This provesh what 1,000,000,000,003 readersh already know – we're firsht with the porkiesh and lasht with the newsh!' said the **DELIGHTED** editor, Kevin O'Wapping.

A rival paper, launched last month, is said to be the universe's **WORST** read. The report says: 'History in ze making? It already *iz* history!'

'Joystick from hell took my baby' – mum of 12

IT'S only partly true! (Thatsh more like it - Ed.)

Millions of young Britons will be glued to their monitors this autumn as Thalamus release *Armalyte* with Gold Rush II – the **AMAZING** free prize offer following hot on the heels of Gold Rush!

Gold Rush II goes out with *Armalyte*, the **MAGICAL** mayhem space shooting game.

A spokesalien for Thalamus revealed: 'Four cassettes of *Armalyte* scattered through the country will have special code hidden inside the game, so hitting a series of keys reveals if you've won a prize!

'And if anyone finds a specially coded cassette a **FABULOUS** Eye Of The Storm is theirs!'

The Eye Of The Storm has already won international acclaim as the 'plasma globe' which starred in the BBC game show *Brainstorm*.

THE ZZAP! READERS CHARTS

GAMES TOP 20

1	*(1)*	**BUBBLE BOBBLE**	*Firebird*
2	*(2)*	**BUGGY BOY**	*Elite*
3	*(3)*	**IMPOSSIBLE MISSION II**	*US Gold/Epyx*
4	*(NE)*	**THE GREAT GIANNA SISTERS**	*GO!*
5	*(6)*	**SHOOT 'EM UP CONS. KIT**	*Outlaw*
6	*(7)*	**PROJECT STEALTH FIGHTER**	*Microprose*
7	*(4)*	**IKARI WARIORS**	*Elite*
8	*(8)*	**TARGET RENEGADE**	*Imagine*
9	*(5)*	**BIONIC COMMANDO**	*GO!*
10	*(10)*	**THE LAST NINJA**	*System 3*
11	*(12)*	**PLATOON**	*Ocean*
12	*(11)*	**CYBERNOID**	*Hewson*
13	*(NE)*	**HAWKEYE**	*Thalamus*
14	*(9)*	**IO**	*Firebird*
15	*(26)*	**DEFENDER OF THE CROWN**	*Mirrorsoft*
16	*(17)*	**HUNTER'S MOON**	*Thalamus*
17	*(18)*	**4TH & INCHES**	*Accolade*
18	*(19)*	**PAC-LAND**	*Grandslam*
19	*(20)*	**SKATE OR DIE**	*Electronic Arts*
20	*(15)*	**GRYZOR**	*Ocean*

MUSIC TOP 10

1	*(2)*	**SKATE OR DIE**	*Rob Hubbard*
2	*(1)*	**DELTA**	*Rob Hubbard*
3	*(4)*	**WIZBALL**	*Martin Galway*
4	*(6)*	**PARALLAX**	*Martin Galway*
5	*(3)*	**DRILLER**	*Matt Gray*
6	*(RE)*	**COMBAT SCHOOL**	*Martin Galway*
7	*(5)*	**BMX KIDZ**	*Rob Hubbard*
8	*(9)*	**TETRIS**	*Hagar*
9	*(10)*	**I,BALL**	*Rob Hubbard*
10	*(9)*	**ARCADE CLASSICS**	*Rob Hubbard*

COIN-OP TOP 10

1	*(1)*	**VULCAN VENTURE**	*Konami*
2	*(2)*	**BLASTEROIDS**	*Atari*
3	*(6)*	**DOUBLE DRAGON**	*Taito*
4	*(3)*	**AFTERBURNER**	*Sega*
5	(►)	**CONTINENTAL CIRCUS**	*Taito*
6	*(4)*	**BUBBLE BOBBLE**	*Taito*
7	*(5)*	**R-TYPE**	*Irem*
8	*(7)*	**PAC-MANIA**	*Atari*
9	*(8)*	**ROAD BLASTERS**	*Atari*
10	*(9)*	**SOLDIER OF LIGHT**	*Taito*

VIDEO TOP 10

1	*(1)*	**BLADE RUNNER**
2	*(3)*	**ROXANNE**
3	*(4)*	**RADIO DAYS**
4	*(RE)*	**THE FLY**
5	*(6)*	**HELLRAISER**
6	*(7)*	**PLATOON**
7	(►)	**DIRTY DANCING**
8	*(5)*	**WISH YOU WERE HERE**
9	*(9)*	**BEVERLY HILLS COP II**
10	*(10)*	**THE FLY**



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MY TOP FIVE GAMES ARE:
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2: ....
3: ....
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ZZAP! BUDGET TEST

SCUBA KIDZ

Silverbird, £1.99 cassette

Heckymick! Lord knows why, but your mates have been kidnapped and are now being held in an underwater cavern. There's no hope of paying a ransom so it's up to you to swim down and rescue them.

Being all man and not a mutant wereguppy, you can only hold your breath for a certain amount of time, before the need arises to surface and catch the odd lungfull. Finding an air tank increases this ability allowing you to swim underwater for longer periods. Other useful items can be found littering the waters, such as keys (opening blocked tunnels), bubble power (enabling you to shoot creatures), extra speed and a monster suit (to scare off the creatures).

Between levels, a deadly killer shark must be bubbled to death, then it's on to levels which have less open surface, trickier caves and faster fish to dodge, before your 'buddies' can be saved.



▲ Bubblicious fun in *Scuba Kidz*



The opening music of Scuba Kids **is quite jolly, with some appropriate 'bubbly' sounds breaking through at times. This compounded the feeling of disappointment when I saw the game graphics – I mean, pink cave walls? Do me a *favour!* However, perseverence reaped its own rewards, and behind the lurid front that it projects, the game is actually rather playable. Whether or not it would cut it at full price is questionable, but as a budget release, I suppose you could do worse.**



When playing Scuba Kidz **(one of Silverbird'z gamez), I couldn't help but be put off by the tacky graphic appearance. The scenario certainly isn't any better, and on face value, the gameplay appears outdated and boring. If you ignore the superficialities, guiding the diver along the seabed, bubbling fish to death (strange!) and hunting out keys and sandbanks soon becomes enjoyable. Being able to surface to take a few lungfulls of air is a nice idea, but only having one life is rather mean.** Scuba Kidz **won't set the budget market alight, but it's far from the damp squib it at first seems to be.**

PRESENTATION 53%
Amusing messages at times, but not much else to amaze.

GRAPHICS 55%
Gaudy backdrops, but the sprites are adequately designed and animated.

SOUND 78%
Good atmospheric tunes and bubbly sound effects.

HOOKABILITY 61%
The over-bright colours put you off at first . . .

LASTABILITY 69%
. . . but there is quite a playable game in there.

OVERALL 66%
An amusing little item, and worthy of investigation at the price.

STUNT BIKE SIMULATOR

Silverbird, £1.99 cassette

Master Chad Adams, being a bit of a poseur, has set himself five daring tasks, in order to show off to all his stuntmen rivals.

The first task sees our hero flying low over a road on a hang-glider, and you have to steer his bike underneath it, dodging cones as you go. When the time is right, a stab of the fire button lowers Chad onto the saddle, from where he drives on to the finishing line. Bunny-hop logs on an obstacle course in stunt two, then leap through hoops of flame on a similar course in stunt three. Obstacles have to be avoided before a lorry is boarded at the end of task four, and a helicopter is your final vehicle to transfer to.



▲ Our daredevil cameraman dices with death in *Stunt Bike Simulator*



What an absurd game! The silliness begins with a bike driving itself down a road while the rider flies above on a hang glider. *Thick or what?* This section of the game is also really difficult, requiring pixel-perfect positioning to drop onto the bike. Play in the rest is frustratingly pointless, particularly the hoop level in which the rider does exactly the same thing no matter where you make him jump. I'd say that Stunt Bike **is one of that unfortunate breed, the game idea without the game.**



Another Simulator **from Silverbird? Did they buy Code Masters whilst I wasn't looking?! Well, at least a series of motorcycle stunts is more original than most budget games, so it's a shame they're so badly done. All stages are against a strict time limit, which often halted my progress as I came close to stunt completion, and obstacles in all stages come too thick and fast to be avoided much of the time, slowing the cycle on impact. The graphics try hard to be well drawn, and the music is good, even if the sound effects are basic. The most fun part of the game is Chad's Superman impression on the fire hoop section, as he seemingly flies through the air when he leaps!**

PRESENTATION 59%
Pause and sound effects/music options.

GRAPHICS 40%
Poor animation, bland use of colour and cardboard cut-out scenery.

SOUND 76%
Feeble sound effects but nice music.

HOOKABILITY 54%
The stuntman idea is an interesting one, but control and time limit are a chore.

LASTABILITY 32%
All five stunts involve similar use of a motorbike.

OVERALL 40%
Lack of variety and bad implementation make this poor value for money.

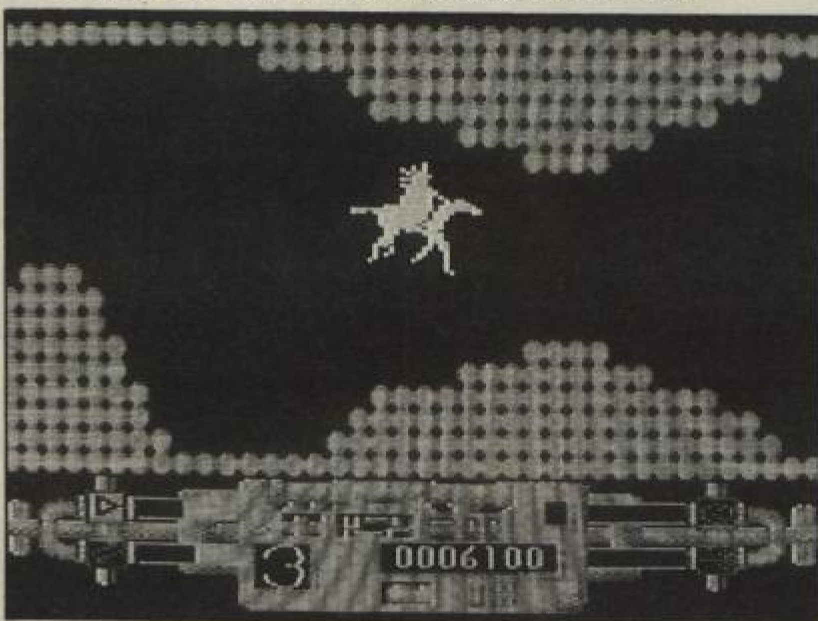
TROJAN WARRIOR

Silverbird, £1.99 cassette

Odysseus, the warrior of Greek mythology, has travelled through time and space on his pure white winged horse to defeat the forces of evil. A wicked sorceror (they get everywhere!) has captured the beautiful Princess and turned her magical powers against her, and now she is being held at the end of five zones of boundless perils.

As the Trojan warrior of the title, you have to destroy many hostile wizards and demons to complete each stage, and collect flashing icons which appear in the sky. These give extra weapons, such as increased firepower and star-like drones (multiples). A transporter is entered at the end of each level, and you must then navigate the time tunnels' jagged walls. If you collide with these, you do not lose a life, but you have to replay the previous stage.

▼ The *Trojan Warrior* ends the level by traversing the Time Tunnel





Just when I was certain that there was no way for someone to come up with a new disguise for the much-cloned Nemesis **format, along comes** Trojan Warrior, **and I have to report that it's really quite good. Superficially, the game is very good indeed, with well-designed and nicely animated sprites (particularly good on the Pegasus graphic), and some very listenable musical accompaniment to boot. The gameplay is pretty standard stuff, but the array of weapons that you can pick up augment the carnage well enough and it's easy to find yourself coming back for more when the Game Over message appears. At this price, you're certainly getting your money's worth.**



Software houses these days are dreaming up diverse stories, and graphics to match, in a vain attempt to disguise their latest Nemesis **clone. At least with** Trojan Warrior ***some*** **sort of atmosphere is generated with the galloping and wing-beating horse. Graphics are often indistinct, but luckily this does not interfere with this mildly enjoyable blast. One thing is very infuriating, though – hitting a wall in the time tunnel – aargh!**

PRESENTATION 67%
Effectively magical overall presentation, with an informative scrolling message.

GRAPHICS 62%
Can be unclear and blocky, but winged horse animation is pleasing.

SOUND 81%
Hollow effects but two suitably mysterious tunes.

HOOKABILITY 79%
Hard and fast blasting on horseback is engaging.

LASTABILITY 69%
Only five stages, but skill level is quite high.

OVERALL 74%
A Greek mythological shoot 'em up jaunt with lots of playability.

SCORPIUS

Silverbird, £1.99 cassette

The water planet of LRV 1168 is registering a strange level of toxic gas, which is leaking through underground tunnels. Your team of divers, mounted on their aquaglyders, have been sent to investigate. The task will not be an easy one, for a huge beast commands the aquatic creatures, and will not take your intrusion lightly.

You, and a second player if selected, control an aquanaut on his missile-firing glyder, and must destroy waves of underwater aliens which appear on the horizontally scrolling sea bed. Icons are collected and can be changed by first shooting them – these allow you speed up, rapid and more effective fire, missiles which fire above and below the aquaglyders, devastating plasma disruptor beams, and protective shields.

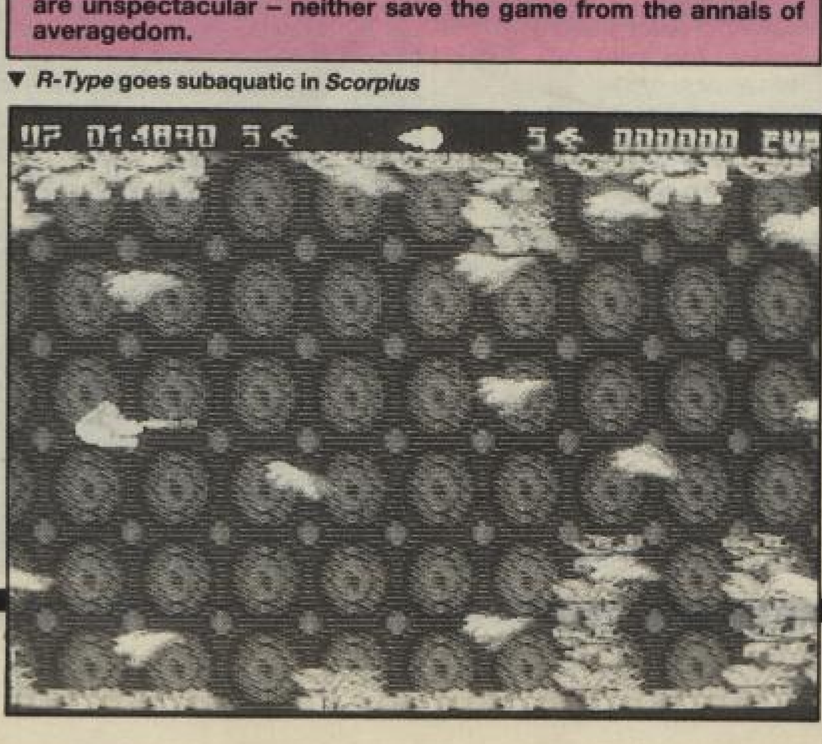


Although it doesn't get any points for originality, Scorpius **does earn credibility for its playability, which is relatively high in comparison with similar games released at this price. Graphically it's pretty good, with some well-designed sprites and backdrops to its credit, and the programmers have accomplished a neat parallax scrolling effect. At first, play is discouragingly difficult because of the sluggishness of the aquaglyder and its weapon, but ship upgrades are easy to come by and a couple of icons later you're well kitted out for some serious blasting. From then on gameplay is sufficiently addictive to keep even the most reluctant blaster happy, especially at this price.**



Scorpius **follows very much in the** R-Type **vein, only differing in scenario and graphics. For the budget asking price this is an admirable attempt, but it is plagued by 'if only' syndrome – ie, you keep saying 'that bit would be good *if only . . .*' Probably the worst thing about it is that there are few (admittedly long) levels. The graphics range from bland and muddy to colourful and well defined, with some pretty jerky scrolling, and the sound effects are unspectacular – neither save the game from the annals of averagedom.**

▼ *R-Type* goes subaquatic in *Scorpius*



PRESENTATION 65%
Basic options and easy to use icon system.

GRAPHICS 73%
Well-drawn sprites and good parallax scrolling screen, though both suffer from slight jerkiness.

SOUND 54%
Appropriate blast effects and repetitive bass line.

HOOKABILITY 73%
Initially unwieldy play is soon made less so with the collection of a few easily accessible aquaglyder upgrades.

LASTABILITY 70%
Long and tortuous levels guarantee some late night blasting sessions.

OVERALL 71%
Great playability and value for money make this another decent blaster for Silverbird.

BUDGET TEST

RE-RELEASE ROUND-UP

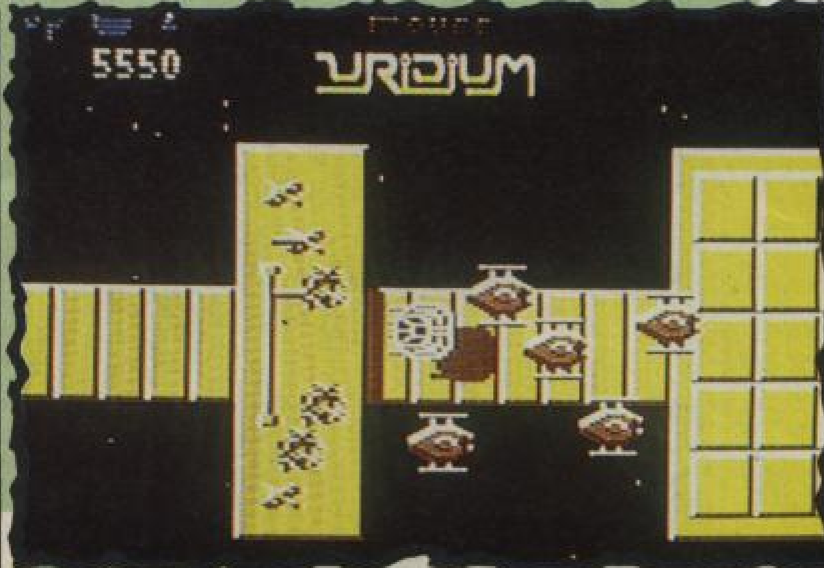
You can't have failed to notice that much of the budget software on the shelves is composed of elderly games given a new lease of life on a budget label. To titillate anyone who missed these games first time round, we will be scrutinising them to see how they've fared with the passage of time. Conducting our first tour of budget oldies is the Rad-Lad himself, Maff Evans. Take it away, Maff . . .

URIDIUM
Rack-It, £1.99

The release of Braybrook's oft-cloned horizontal scroller in early 1986 was greeted with much acclaim from ZZAP!, receiving 94% overall. You control a Manta class fighter flying over fifteen huge metallic dreadnoughts, inflicting as much damage as possible whilst dodging enemy fighters and mines.

I flipped over this when it was originally released, and even today it's one of the better scrolling shoot 'em ups on the Commodore. The technical expertise has been surpassed in the two years since its release but the original still has its fair share of playability. Well worth a look if you haven't got it.

OVERALL 79%





SABOTEUR
Encore, £1.99

In *Saboteur* you must infiltrate the secret base of a group of ruthless rebels, steal a disk containing the names of rebel leaders, prime a bomb to destroy the base and escape by helicopter. The fortress is guarded by Ninjas and dogs, which must be disposed of so that you can continue. Useful things at your disposal are computer terminals, trams and weapons which are scattered around the maze.

Despite looking poor and sounding worse, *Saboteur* was quite well received, getting a mark of 75% overall. Nowadays, many budget games are of this standard, and this is now lost in the crowd of budget beat 'em ups, so look around before plumping for it.

OVERALL 68%

. . . TRAZ
Gamebusters, £2.99

The plot of this *Breakout* game places you in an electronic prison, each cell being filled with Neutron Bricks. These bricks must be destroyed with a ball to reveal exits which may lead to freedom. You control up to four bats at once, with which you stop the ball from falling into trap zones. Monsters fly around the screen at times – slowing your bat down if touched – and collecting question marks causes strange things to happen. If you get bored with all this, a screen editor allows you to redesign the cell layout.

When I saw this game for the first time my reaction was 'Weird or what!?' That's not to say . . . *TRAZ* is a bad game; on the contrary, its a very *good* game as the ZZAP! lads revealed, giving it 87% overall. Simply calling it an *Arkanoid* clone is doing it a great disservice and at a budget price, it's even better than before. In fact, I'd say it's (adopt Orson Welles voice:) 'probably the best *Breakout* style game on the 64.'

OVERALL 93%





BOMB JACK
Encore, £1.99

Bomb Jack is a leaping super hero who must defuse bombs on floating platforms all over the world by running over them. Patrolling the platforms are nasty robots which threaten your superhero plans, but help is available in the form of flashing symbols which award extra lives, bonus points, or allow Jack to destroy the robots.

I must admit that I quite enjoyed playing the odd game of *Bomb Jack* in my friend's house, but I don't think I would have bought it at its full price. At two quid, however, it's not such a bad buy, but it's still not the best budget game ever.

OVERALL 54%



SANXION
Rack-It, £1.99

The discovery of a planned alien invasion of Earth has put an end to petty East-West squabbles, and pilots from both sides of the Iron Curtain are involved in Operation Sanxion. As one of these pilots you must patrol your ten horizontally-scrolling zones, destroying any alien infiltrators.

Sanxion was Stavros Fasoulas' debut game which wowed the team back in November 1986 with its amazing parallax scrolling, superb sound and startlingly addictive gameplay. It was given an overall mark of 93%. Even now, shoot 'em ups of this quality are few and far between, so as a budget game it's well worth a shufty.

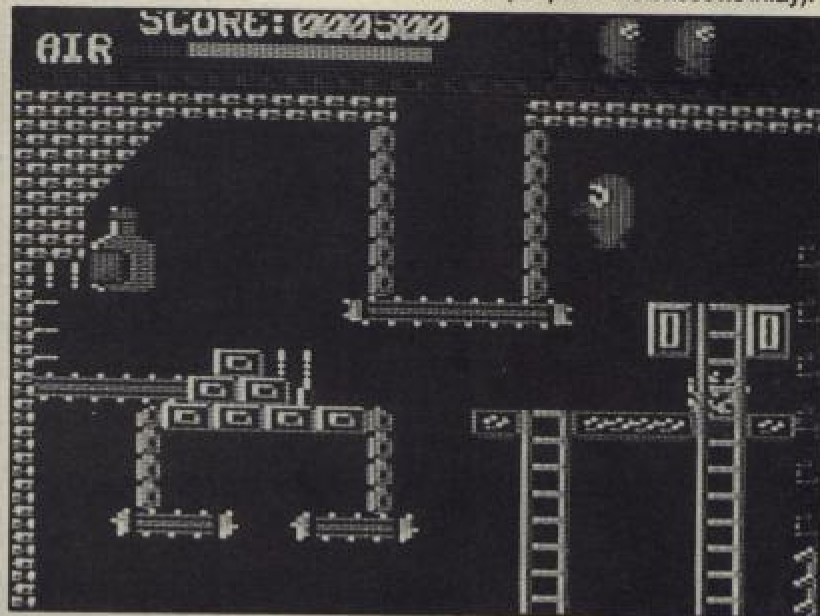
OVERALL 88%

MR WINO
Silverbird, £1.99 cassette

Having consumed numerous bevvies in an all-night drinking binge, Mr Wino finds himself staggering home in a drunken stupor (a bit like Maff on a Friday night, really). Somehow managing to get the key in the door, he collapses into a restless sleep. In his nightmare, he is trapped in an underground complex, many locked doors barring his way, and only wine bottles can help him escape.

You guide our hapless hero through flick-screens of platforms and ladders, dodging various nasties and leaping gaps. Bottles lying around the rooms open doors, but they are often guarded, and contact with one of the underground creatures loses one of your three lives. But hasten! – each room has a limited air supply, and a life is lost when this is gone.

* **NB:** 'Drinking is for Mr Wino, not kids!' (to quote the cassette inlay).



▲ *Mr Wino* makes for the bottle on the far side of the screen to continue his boozing binge



I can remember the time, many moons ago, when Manic Miner**-style platform games were the 'in' thing. Years have passed since then, and Silverbird come up with** Mr. Wino**, a game that has missed the original and several other similar boats. What makes it even worse is the fact that it isn't even as good as** Manic Miner**! The graphics are totally lacking in wit, originality or atmosphere. There is a token attempt at wit – the computer plays 'Ten Green Bottles' every time a bottle is collected – but I must confess that after listening to this for the umpteenth time there was no hint of a smile on my lips. Avoid at all costs.**



This simple platform and ladders game is very old-fashioned, and with the limited air supply its format is reminiscent of Manic Miner**, except all the characters and objects are considerably larger, making screens and action cramped. Some of the gameplay aspects are a bit dubious, too – I could stand on thin air in some places, and on more than one occasion I walked through the middle of a platform. Rooms lack the interest of even the oldest of platform games, and consequently the same goes for the game as a whole. Yeuch.**

PRESENTATION 47%
Tedious loader and bugs are present.

GRAPHICS 32%
Poor sprite definition and minimal colour.

SOUND 36%
Annoying rendition of 'Ten Green Bottles', and similarly aggravating effects.

HOOKABILITY 56%
Some fond memories of the good old days.

LASTABILITY 12%
About as addictive as a hangover.

OVERALL 17%
If you spend £1.99 on this you'll want to hit the bottle/

BUDGET TEST

RICOCHET

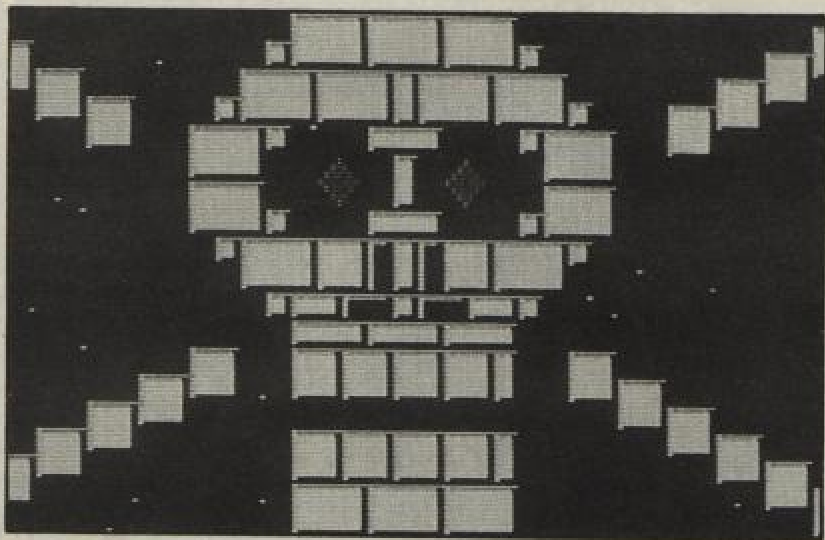
Silverbird, £1.99 cassette

The basic formula of this *Breakout* clone is nothing new – smash the ball against the bricks with the bat to clear the screen. Extra functions can be added to the standard bat by catching pods and letters that fall when bricks and diamonds are hit. Catching coloured blobs causes a corresponding letter (in the word GRAVY) to increase in brightness. When a letter flashes the function is added to your bat.

GRAVY POWER
G 'Greased Lightning' (Brick-busting laser show)
R 'Magno Bat' (Ball sticks to the bat)
A 'Gism Gun' (Shoots bricks)
V 'Violent Ball' (Unstoppable ball)
Y 'Angry Yag' (Fires brick-destroying blobs)

On clearing a screen, a bonus level appears, in which points are acquired by shooting or bashing a set number of aliens.

▼ **Gigglywurx have a sly dig at the software establishment in *Ricochet***





It's undoubtedly Ricochet's **sense of humour and originality which sets it apart from other similar games. Wacky samples, silly sprites, jolly messages and obscure references form part of the varied and imaginative** Breakout **screens. Collecting coloured balls and using the GRAVY display to gain extra powers is of more interest than the instant gain of** Arkanoid**-type capsules and gives a sense of satisfaction when a weapon is gained. With several good, similar games on the shelves at the same price,** Ricochet **isn't the best buy around, but it's worthy of a die-hard** Arkanoid **fan's attention.**



Just as Breakout **games were starting to become much of a muchness,** Ricochet **bursts onto our 64s. The humour virtually slaps you in the face, complete with caricature sprites of software industry celebs and silly screen names. I'm also glad to see a little more imagination being put into the actual screen designs, like** PacMan **shapes, instead of the usual square brick patterns. Despite being very derivative** Ricochet **is, quite simply, a good game. Highly recommended.**

PRESENTATION 91%
Clear, smooth and funny throughout, better than usual on this type of game.

GRAPHICS 87%
Simple sprites but imaginative construction more than makes up for this.

SOUND 92%
Usual 'bounce' and 'crunch' noises and a cracking tune.

HOOKABILITY 90%
Dead simple but devilishly addictive once you start.

LASTABILITY 82%
Lots of screens to see, and even when seen you'll want to keep playing.

OVERALL 86%
One of the best *Breakout* games.

BALL BLASTA

Zeppelin, £2.99 cassette

In Zeppelin's variation on the *Arkanoid* theme, play begins in the centre of an array of 61 screens, with the standard bat, ball and bashable bricks. These bricks take varying hits to destroy, and some release money, bombs, and mystery bonus capsules.

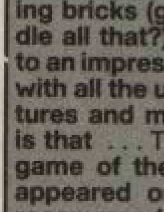
When a screen is completed a map of the matrix is displayed, and the player chooses a new screen adjacent to a completed one. Additional features can be added, such as missiles, enlarged bat, shield, retain ball, Quark gun, disruptor, and anti-gen (stops aliens appearing). These are selected from a list and are paid for with credits earned in the game.

▼ **Zeppelin's *Ball Blasta* keeps up their reputation for polished additions to established genres**





Ball Blasta **is one of the few** Arkanoid **inspired games which actually advances on the ideas of Taito's coin-op. Although it incorporates the usual 'drop from the sky' features, the supermarket method of gaining add-ons is much more interesting than capsule catching alone, and tactical buying is often necessary. Being able to choose which screen you next face is a brilliant idea, and gives a feeling of freedom to play.** Ball Blasta **was programmed by the team who brought you** Zybex **and** Draconus**, which gives you a good idea of how well this looks, sounds and plays. Classy music, and colourful, detailed graphics add to a playable and imaginative** Arkanoid **variant – another hit from Zeppelin.**



Blimey O'Reilly! This is certainly the month of the budget Breakout **game!** Ball Blasta's **graphics are extremely psychedelic, with the usual mindbending scrolling backgrounds, retina-destroying colours and pulsating bricks (groo! Can we handle all that?). This all adds up to an impressive looking game with all the usual** Arkanoid **features and more. The problem is that ...** TRAZ**, my favourite game of the genre, has also appeared on budget, so my recommendations lean more in that direction.**

PRESENTATION 93%
Impressive attract sequence and user-friendly in-game options.

GRAPHICS 82%
Well designed throughout but scrolling backdrops can be a distraction.

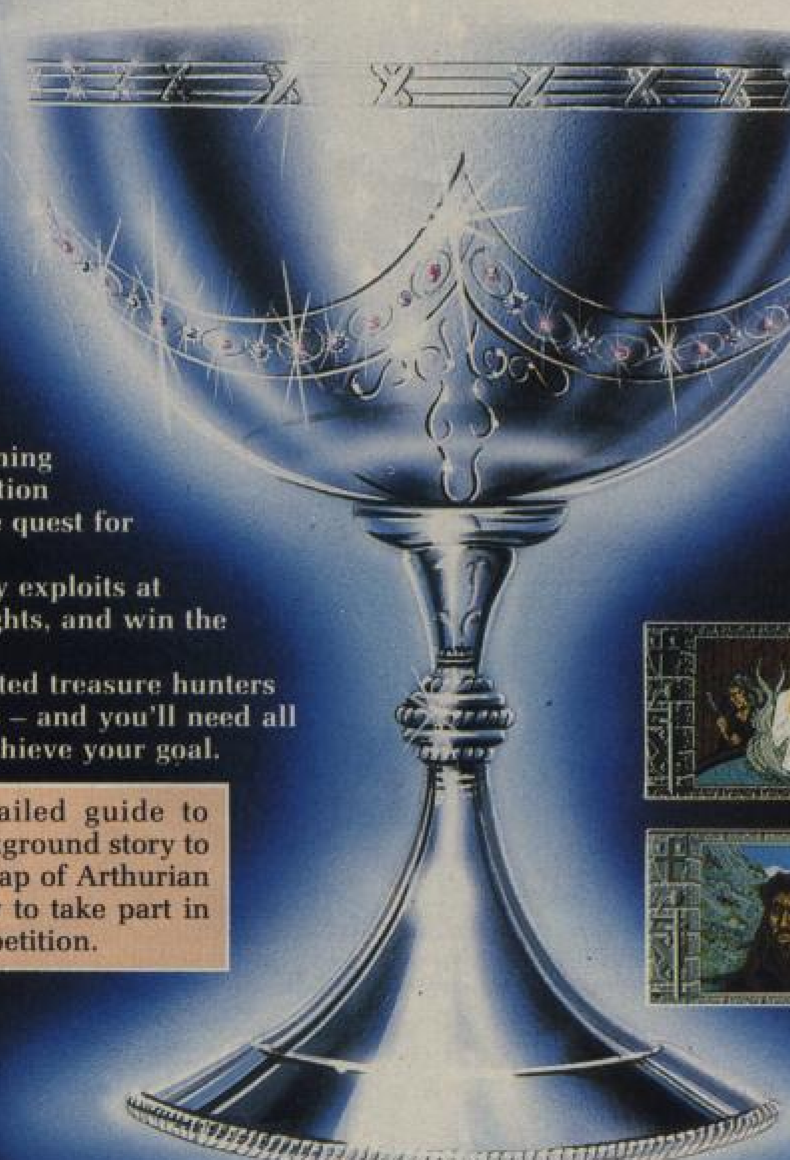
SOUND 91%
High quality music and metallic effects.

HOOKABILITY 89%
As instantly playable as most *Arkanoid* games, but with more to catch the interest.

LASTABILITY 82%
The screens are more accessible than most; however, brick layouts can become samey.

OVERALL 87%
A clever *Arkanoid* remake from the producers of *Draconus*.





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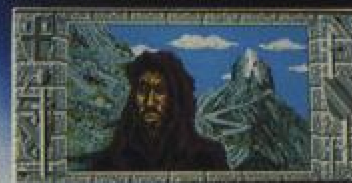
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Screen shots from Atari ST version







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LOGON



with JASON GOLD

Fancy some Sinus Balls? Well, we all do occasionally, if we're honest about it. Jason Gold certainly does – but his attention is also diverted this month by some *Trailblazer*-like graphic effects and more funky music than you could poke in the eye with a pointed stick.

Less of the home grown demos this time and more of the imported European variety. The main directory to look under at the moment is Bub's Bouncy DIR (GOTO BUB) where new demos are uploaded every few days by GR16. Some of them are a bit on the large side (one is over 400 blocks!) so it pays to read the demo reviews elsewhere on the 'Net (GOTO ZOOREV or SLAREV which seem the most active at the moment).

One which is definitely worth a download is *Trailmix* at 385079. It opens with a classic Soedesoft colour effect on the title page and then the main part has the ground effect from the game *Trailblazer*. Accompanying this is a mix of various well known pieces of music including *Quedex, Delta, Outrun, Star Paws* and many others. The other new Soedesoft demo up at the moment is *Hammer & Jarre*. Of course, it opens with a nice colour effect and then has an animated picture of a tape deck and amplifier. Using a joystick you can select between the two tunes (music provided by Jan Hammer and Jean Michel Jarre, who else?) and carry out various functions like fast-forward and rewind. Not an original idea but the music more than makes up for that.

More of a utility than a demo is *Sinus Balls*, uploaded by JD15 at 384984. If you've ever wanted to put some swirling sprites in your demos but just didn't know how then download this program. It lets you alter the pattern that sprites move in on screen and then saves out a small routine to reproduce the effect in your own programs.

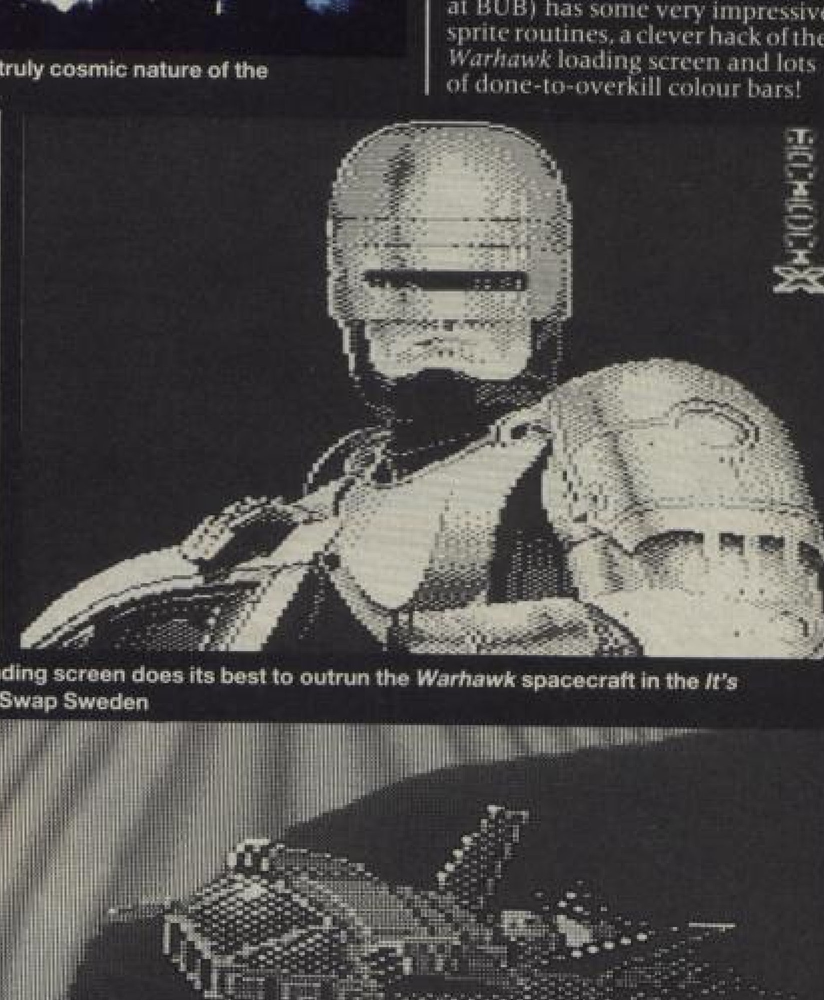
A new artist to me on the 'Net is Mantronix (AKA Rob Whitaker, no relation to the musician). His work can be found in Ian & Mic's directory at IM2 or IM3. *Dr Zero* is the best so far although *Robo-Cop* comes a close second. All are worth a look however as all the artwork is of a high standard.

The import demo area run by SLAYER at 348100, 385190 and 317113 also has some new entries including *Camshaft* and *Digiaxion*. *Camshaft* is by the Traid group and although it's really just a picture-&-music demo the graphics are well drawn and the music makes good use of samples to create a suitably 'spacey' feel. *Digiaxion* by Sphinx is another remake of the concert type demo. The main screen has a musician sprite playing a keyboard which is animated in time to the music.

Imported demos often have the latest in graphic effects and techniques and the current crop are no exception. Apart from having a lot of different parts, *It's Movin'* (again in Bub's import dir at BUB) has some very impressive sprite routines, a clever hack of the *Warhawk* loading screen and lots of done-to-overkill colour bars!

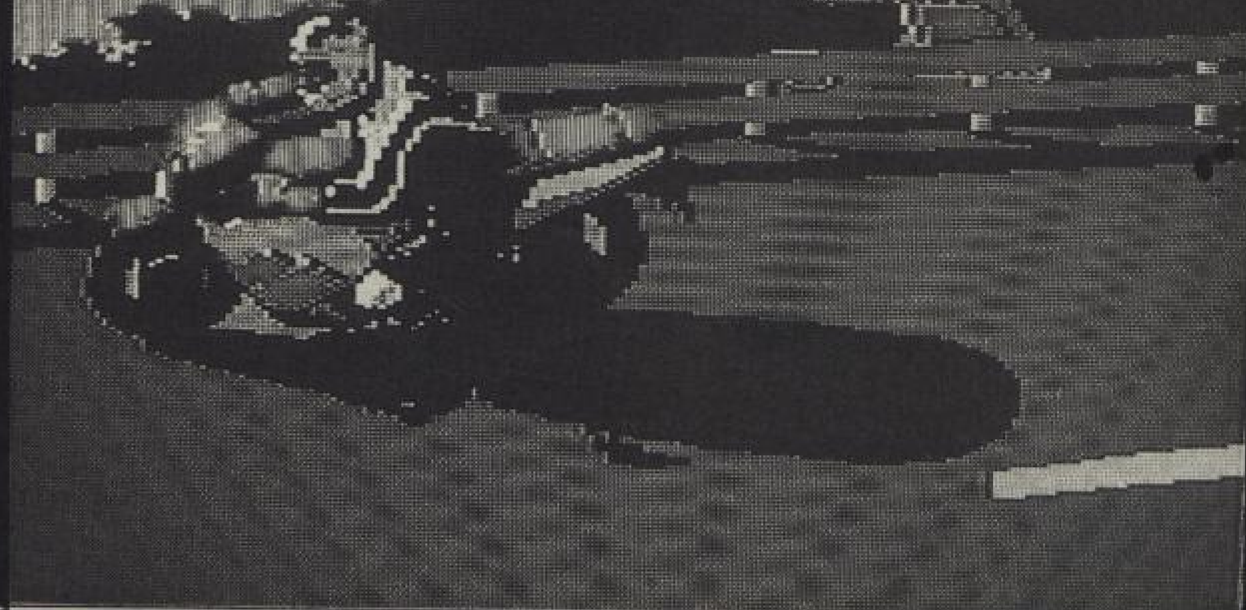


▲ In *Beyonder*, Mantronix depicts the truly cosmic nature of the human psyche (we think)



► 'Stay out of trouble!' – Mantronix' *Robocop*

▼ The bike from the *Super Hang On* loading screen does its best to outrun the *Warhawk* spacecraft in the *It's Movin'* demo programmed by Super Swap Sweden



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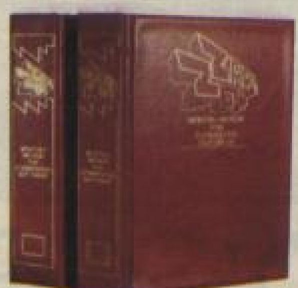
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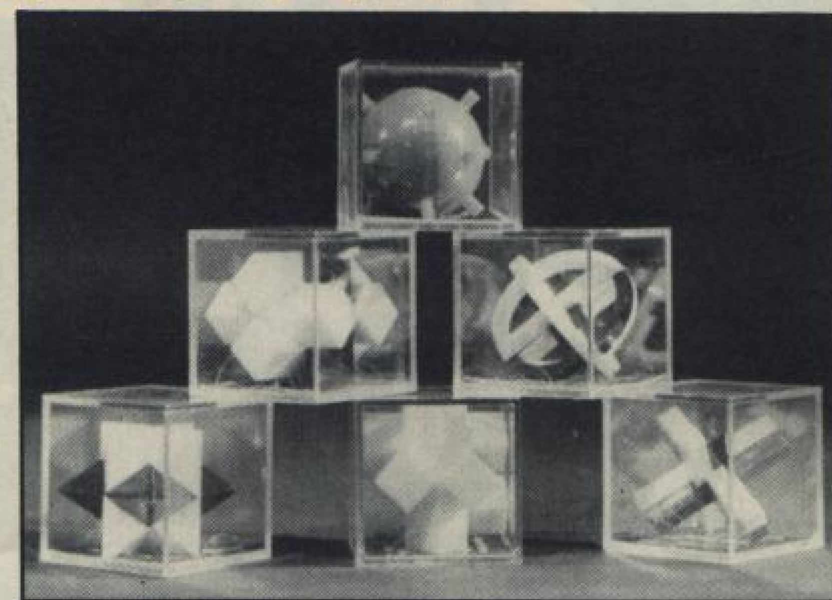
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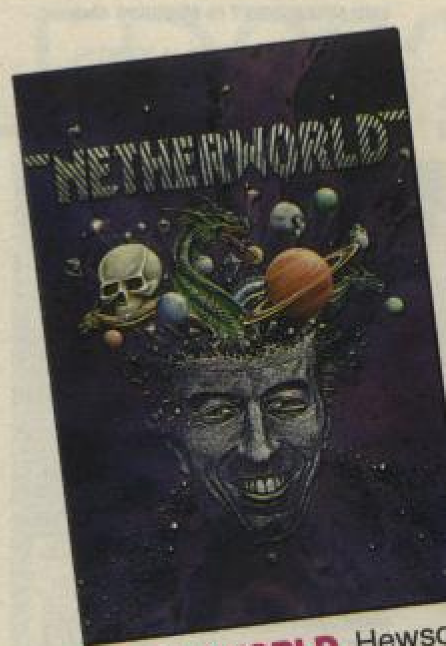
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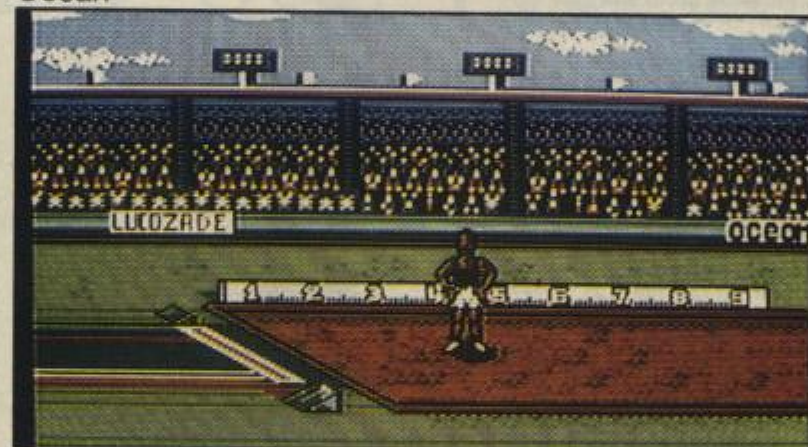
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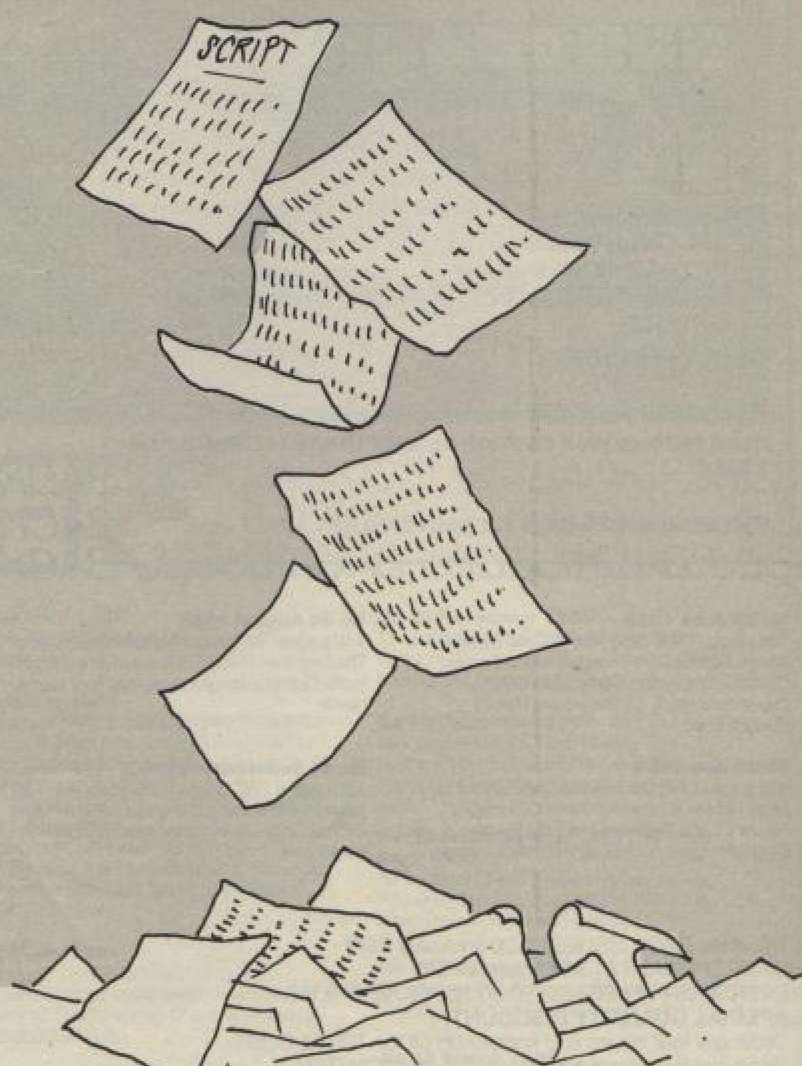
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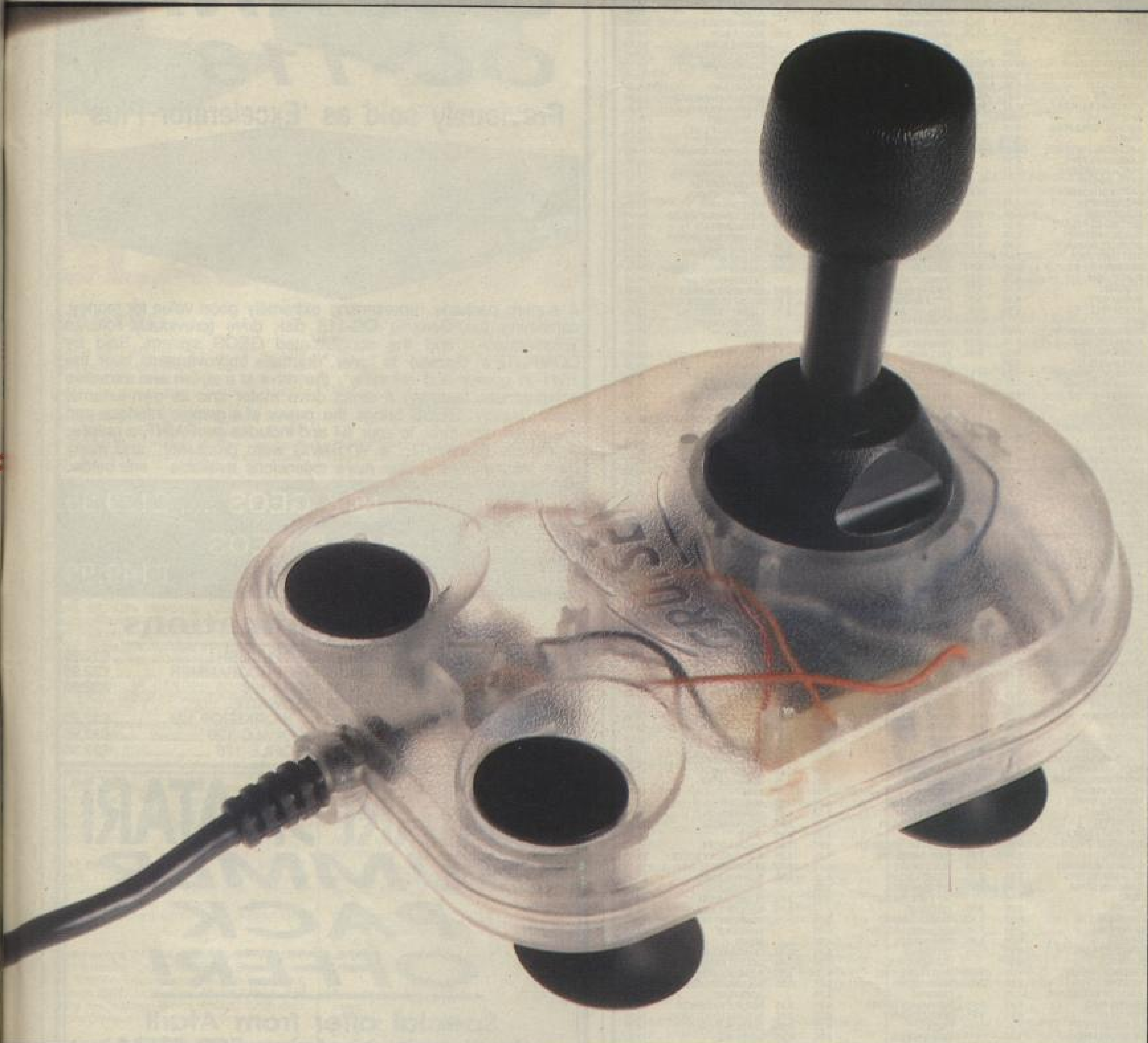
These were the words of the philosopher, and mighty words were they, for they were scribed on his students' hearts with the three-bladed sword of truth. His further utterances describing the use of neatly-cut cucumber sandwiches to reflect the blast from a 50 megaton nuclear detonation did not lend credibility to his initial argument, but I suppose you can see his point.

Look, the plain fact is, you can't play *Dropzone* or any other hotso game at all well unless you have a joystick. Fortunate, isn't it then, that companies like Powerplay produce some pretty decent ones which plug into the side of a Commodore very snugly, thank you. Ours have lasted, ooh . . . AGES now, so they must be REALLY TOUGH. Anyway, to plug their new range of Cruiser sticks even more blatantly than we did in that last sentence, Powerplay have decided to show their generosity and give away one or two 'sticks to the odd ZZAP! reader (and believe us, the winners of this competition will need to be pretty odd).

Ok, we admit it – when we say one or two sticks, it's a bit of an understatement. In fact, as a main prize Powerplay are offering one prett-ee darn finger-lickin' good Pye colour portable TV worth £300 (*Oooh!*), with second and third prizes of a Ferguson 14" colour portable (*Aaahh!*) and a tiny Sony 3" monochrome set (*yet another appreciative noise*) respectively.

'But tell us about the joysticks!' we hear you cry. Well, the first five runners-up will each receive a Cruiser Clear stick with instant autofire and all-round micro-switch action. The next five lucky winners will be awarded a





devilishly handsome black Cruiser, and the final ten will be sent a marginally less debonaire but equally useful Blue Cruiser stick (the old but macho range).

Now, you want to know what you have to do, don't you? It's dead easy. As you will no doubt have realised, the ZZAP! mob are not ones to shun a bit of fame – and Maff has even mentioned that he would one day like to host Get Fresh – so what we would like you to do is write a script for a TV programme, either a one-man (or woman) show or a programme starring the whole crazy, half-baked mob. Sit-com, soap or blockbusting mini-series, the choice is yours, but bear in mind that the scripts we find most humorous will be the winners.

Right, so sharpen your wits and your pencil and get writing. When you've written a script of NO MORE THAN 500 WORDS, stick it in an envelope and send it to the following address.

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Get your entries to us by October 16th or you'll have about as much chance of winning as Paul becoming an Olympic weightlifter. (That's not surprising, seeing as I'm not Russian – PG). (Get lost – Ed).

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64 Disk User would like to hear from you to swop games, demos etc. Send list or disks to Bob, 17 Scott Grove, Hartlepool, Cleveland, England TS25 4NL. I promise to reply to all who write.

C64 DISC USERS! Dave, 28 Elizabeth Avenue, Carrickfergus, Co Antrim, N.Ireland BT38 7EP, wants you to contact him for all the latest disk stuff. Send games lists now. All letters will be answered. SEND NOW!

I have loadsa games for the C64 and would like to swap games and demos. All letters answered, send list to Tony Johnson, 20 Deanswood View, Moortown, Leeds LS17 5JW, West Yorkshire.

C64 Disk User wants high quality penpals from anywhere to swap latest software. All letters answered. Send disks or lists to Sam, 77 Braden Road, Drumquin, County Tyrone, Northern Ireland BT78 4QJ.

Amiga Pen Pals wanted to swap ideas, info and programs all over the world. Write to J.C., 201 Aldborough Road South, Sevenkings, Ilford, Essex IG3 8HY. Tel: 01-597 1364. Hi to RSJL. 100% Reply. No lamers.

PEN PALS

My name is NICHOLAS BOOTH. I am 16 years old and would like to swap hints and tips etc with other C64 owners. Please write to this address: 113 Coleridge Way, Crewe, Cheshire CW1 1LE.

Penpals Wanted to swap C64 disk stuff. Contact Ste, 5 Blanchland Road, Priestfields, Middlesborough, Cleveland TS3 0HD, England.

Amiga penpals wanted to swap Amiga programs, books, manuals, information etc! Write to: Markku Honkala, 17430 Kurhila, Finland.

Karen West would like to hear from C128/C64 owners from UK or around the world. To share popular computer, music and fun culture! Into games programming etc ... 8 Pennant Court, Ross Heights, Rowley Regis, Warley, West Midlands B65 8DW.

Commodore 64 tape/disk owner, 14, with excellent library of games, seeks penpals anywhere to swap games, hints, tips etc. Paul Troy, 11 Maes Deri, Winchwen, Swansea, West Glam. SA1 7LW.

C64 Disk User would like to swap games, tips, hints like RPGs. Send lists to Michael Dexter, 93 Sheffield Rd, South Anston, S. Yorks. S31 7DU. All letters answered.

Frode Stromme, Ragnvald, Blakstad GT.7, 6600 Sunndalsora, Norway, would like to swap games and tips all over the world for Commodore 64.

Demo-crazy C64 owner seeks disk users who are interested in swopping the latest games, demos and utilities. All letters answered. Write to: Martin Davidson, 23 Dagmar Avenue, Wembley, Middlesex HA9 8DG.

Wanted C64 users from all over world to swap hints, tips and pokes etc. Contact Andy, 59 Laceyfields Road, Heanor, Langley, Derbyshire DE7 7HS. All letters answered. Please hurry up!!

C64 User wants to swop. Only new stuff! No lamers. Write to Peter, 123 Coltman Ave, Beverley, North Humberside HU17 9QE, England. Disk only, Americans welcome.

FANZINES

ADVENFOE. Fanzine for all adventure enthusiasts. 20 complete solutions per monthly issue. Issue 2 includes Spiderman, Sherlock plus many more. Only £3.20 per issue. Send cheques/POs to: G. Kirkham, 23 Hope Street, Ashton-under-Lyne OL6 9SN.

SOOTHSAYER – The 48 page monthly magazine for all adventurers! Send just £1.25 for sample copy (or SAE for full details) to: J.R. Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs. ST17 9EB, England.

CONTACT MAGAZINE – only 50p from 37 Ince Avenue, Liverpool L4 7US Merseyside. Send us adverts, letters etc. Free ads this month sees Football Manager 2, Night Racer, Kylie Minogue, Hellbastard and loads more. Out NOW!

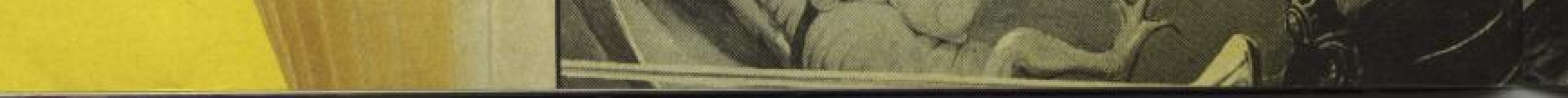
Want to know how experts work out pokes and cheat modes and win prizes in magazines etc? Then send SAE plus £1 to J.P. Haymer, 98 Histon Road, Cottenham, Cambridge CB4 4UD.

MISCELLANEOUS

PBM Tournament to start soon. Use all your wits and cunning to overcome your opponents and win cash prizes. For more details send an SAE to: Michael Doherty, 1 Bannvale, Coleraine, Co.Londonderry BT52 3JB.

Digitizing for Amiga. Send up to 10 photos: R.L. Fungs Cottage, Middleton, Sudbury, Suffolk CO10 7LW. State resolution, number of colours. £7 Chq/PO or £9 including disk. Details 0787 74860 after 5pm.

Pokes, Cheats and Hints for your Commodore 64. Book contains over 100 pokes, only £2.00. Send cheques or coins to: Howard Lock, 26 Cricketers Road, Arlesey, Bedfordshire SG15 6SP.



NEWS

NEWS

NEWS

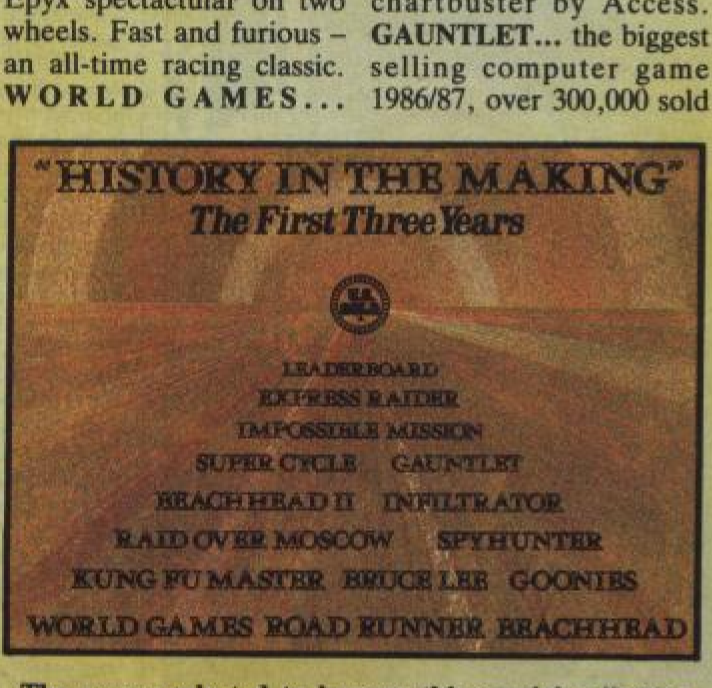
NEWS

MONDAY, 19TH SEPTEMBER, 1988

n the Making

No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectactular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.



The games selected to honour this special collection are each of outstanding merit in their own right ...

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whilst we're all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stunned once again, but the real winners are the buying public – it's fantastic value."

Where will US Gold go from here – well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.

COMING SOON TO A MONITOR NEAR YOU

By now you may have noticed the plastic, tape-shaped doobrie stuck to the front of this month's ZZAP! (and if you haven't then 0 out of 10 for observation). This contains a demo of Rainbow Arts' *Katakis*, which was heavily featured in last month's previews. Not content to rest on their laurels, these fab programmers from across the water in Germany are currently working on the sequel to the wonderful *Great Giana Sisters*.

The follow-up features two more members of the Giana clan: twins Arther and Marther, fighting their way through a strange futuristic world of metal and crystals. Early screenshots look promising and punters will probably get a chance to play *Arther And Marther: Giana Twins In Future World* towards Christmas.



▲ *Chums of Giana, Marther begins her adventure in Future World*

Also from GO! is *Tiger Road*, converted from the Capcom coin-op. The game has you playing the part of Lee Wong, who must defeat the evil Ryu Ken Oh, a nasty piece of work who goes round kidnapping children, brainwashing them to join his army. Lee is sent from the Oh Rin temple to rescue the kids, and on the way meets up with all manner of evil denizens, such as pike-wielding giants and acrobatic sumo wrestlers (can't you just imagine that; *yeeergh!*).

The advantages of being on a mission from a temple are that you get the standard magical items like a coat that lets you fly (*What?*), so that you can confuse any would-be attackers. Also to help you whilst on your journey are a selection of weapons that can be picked up and wielded, like chains, a sickle, a spear and the Snake Weapon (whatever that is). GO!'s David Baxter claims that it will be 'The biggest and best martial arts game ever', but we've only seen early screenshots, so what the final version will look like is still undecided. You'll just have to wait until the game is completed, won't you?

▼ *A very early screen from the Capcom game* Tiger Road



Some of you may have heard of a game due to be released by Elite called *Aquablast* – well, now the game is named *Live And Let Die* and will be released by Domark. This will be the third James Bond license from Domark, harking back to the first Bond film starring Roger Moore.

The game takes place over three levels and a practice stage, racing through the frozen floes of the Norwegian Fjords, the turbulent, troubled waters of the Gulf and the dense dampness of the South American Jungle. Blimey! That was almost poetic! Personally, we don't remember 007 driving a boat through the Norwegian Fjords in *Live And Let Die*, but that's probably just artistic license. Anyway, the game should appear within the next couple of months so maybe all will become clear then. Well you can decide for yourself, why listen to us? No-one else does (mumble, mumble).

The last game in for previewing is on a much less flamboyant but

no less influential subject. Most science fiction films up to the late 70s saw the future as a world where everything looked new and in pristine condition – plastic wall panels, bright lighting and chrome edge trims in every corridor.

In 1979, Ridley Scott made the film *Alien* which, partly due to the suspense of the storyline, created a much darker and oppressive view of the future; but it wasn't until 1982 and Scott's next major foray into the SF world that people's ideas on what futuristic films and stories should be like were affected. This film portrayed Los Angeles 40 years into the future, but instead of thinking that everything will be bright and new just because we were past the year 2000, the atmosphere was of a city that had all but burnt itself out. Ancient buildings stood next to 700-storey industrial plants, belching dirty waste into the air; decrepit hotels were retro-fitted with new machines to give them a few more year's use; but the most significant point of the plot was the creation of a new form of robot: a genetically built being almost identical to a human, known as a Replicant.

Everything about this particular film shocked the SF community into a new way of thinking. That film was *Blade Runner* and it heralded the birth of the era of 'Cyberpunk'.

In the same way that *Blade Runner* influenced the way SF films were made, so William Gibson created the same Cyberpunk attitudes in writing. Gibson's *Neuromancer* won the Hugo, Nebula and Philip Dick awards for science fiction – the last being named after the author of the book which inspired *Blade Runner* – and is set to be made into a film. *Bard's Tale* programmers, Interplay Productions, are currently working on computer version – helped by 'revolutionist' Timothy Leary – to be released by Electronic Arts.

The plot is set in Japan in the 21st century. The world's trade has become so complicated that all the trade centres have been linked into a huge computer system. In the game you play the part of a hacker, worming his way through the systems, cracking corporate and governmental databases. The hacker can also attempt to break into 'Cyberspace', a data zone where hackers exchange tips, codes and software to break into larger and more dangerous systems. Layers of ice protect Cyberspace, but you can melt them down using your hacking skill.

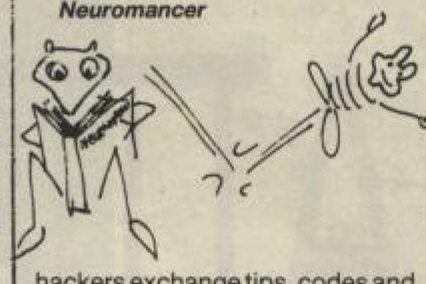
The game designers are planning to include a sampled DEVO record, *Some Things Never Change*, and the whole product should be available in October, costing £14.95 on disk. As ardent devotees of Cyberpunk, we await the release with a truckload of interest.



▲ Live And Let Die: *Very wet Mr Bond, but not wet enough*



▲ **Interplay's game of William Gibson's Hugo-winning novel, *Neuromancer***



FORTHCOMING ATTRACTIONS...

NEXT MONTH – PIGGED-OUT ISSUE! ANOTHER BURSTING-AT-THE-SPOOLS CASSETTE ON THE COVER!



Yup, there's going to be ANOTHER tape full of goodies free with the November Issue of ZZAP! This time round our major contributor is going to be Thalamus, so somewhere thereon we should have (fire, flood and Apocalypse permitting) a playable level of their mega shoot 'em up, *Armalyte* and a free level of *Hawkeye*! Don't miss it!





AND IN SUPPORT . . .

BUMPER AMIGA SPECIAL

Tons and tons of pages of reviews for your favourite 16-bit machine, examined in ZZAP!'s own inimitable style. Eat your own feet rather than miss it.

HAVING KNIGHTMARES

A new series of Anglia Television's fantasy role-playing game is about to begin. We go behind the scenes to see just how the show is put together.

FUN AND GAMES AT THE PC SHOW

We report back on what was on show at the computer event of the year.

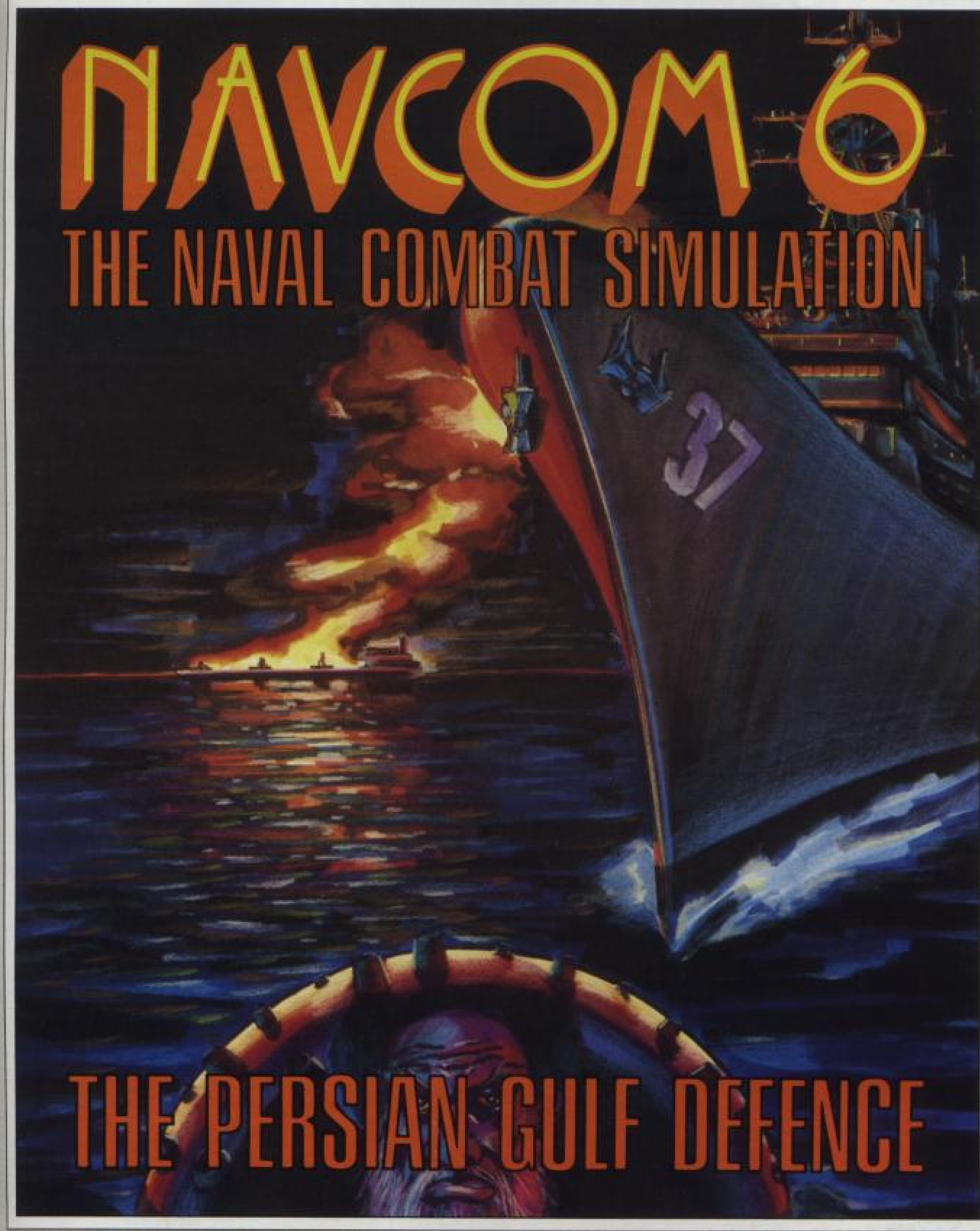
AND OUR REGULAR PERFORMERS . . .

THE CHALLENGE

Paul the tiny tipster takes on a ZZAP! reader at his own (or possibly some other) game. Ha! That should be a laugh. Or maybe not.

PAGE AFTER PAGE OF PG'S TIPS, MANOEUVRES, WALKER'S WAY, 64 AND AMIGA REVIEWS AND PREVIEWS . . . OH, AND A SURPRISE OR TWO FOR THE HARLEQUIN (Cue diabolical laughter) . . . !

SO, WE'LL SEE YOU AT THE NEWS STANDS ON THURSDAY, OCTOBER 13. OH, AND DON'T FORGET TO BRING £1.50 OR YOU'LL PROBABLY NEVER GET YOUR COPY OF ZZAP! OUT OF THE SHOP IN ONE PIECE!



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